

Ema's Character Sheet 1.0



Personal Info

Name: ____________ Player: ____________
Race: ____________ Religion: ____________
Alignment: ____ Looks: ____________
Age: ____ Weight: ____ Height: ____ Size: ____ Gender: ____

Classes

Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	____	____	____	Total
HD:12 BSP:4	HD:6 BSP:6	HD:8 BSP:2	HD:8 BSP:4	HD:10 BSP:2	HD:8 BSP:4	HD:10 BSP:2	HD:8 BSP:6	HD:6 BSP:8	HD:4 BSP:2	HD:4 BSP:2	Other/Prestige Classes			

Experience: ________ XP Penalty: ____ Next Level: ________

Saving Throws

	Total		Base		Ability		Misc		Temp
Fortitude	____	=	____	+	CON	+	____	+	____
Reflexes	____	=	____	+	DEX	+	____	+	____
Will	____	=	____	+	WIS	+	____	+	____

Spell Resistance: ____
Damage Reduction: ____________

Notes: ____________

Abilities

	Ability	Modifier	Temp	Modifier
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

Armor

AC

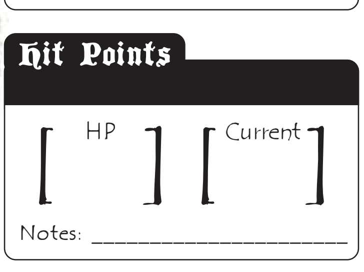
Base 10 +
Dexterity ____ +
____ +
____ +
____ +
____ +
____

Flat-footed : ____ vs. Touch Attacks : ____
________ : ____ ________ : ____

Armor / Shield	AC Value	Max Dex	Check Penalty	Arcane Failure
☐ ________	____	____	____	____
☐ ________	____	____	____	____
☐ ________	____	____	____	____
☐ ________	____	____	____	____
Total:	____	____	____	____

Notes: ____________

Hit Points



[HP] [Current]

Notes: ____________

Skills

Skill Name		Total		Rank		Ability		Misc
◆ Appraise	(C)	____	=	____	+	INT	+	____
◆ Balance	(C)	____	=	____	+	DEX	+	*
◆ Bluff	(C)	____	=	____	+	CHA	+	____
◆ Climb	(C)	____	=	____	+	STR	+	*
◆ Concentration	(C)	____	=	____	+	CON	+	____
◆ Craft (______)	(C)	____	=	____	+	INT	+	____
◆ Craft (______)	(C)	____	=	____	+	INT	+	____
Decipher Script	(C)	____	=	____	+	INT	+	____
◆ Diplomacy	(C)	____	=	____	+	CHA	+	____
Disable Device	(C)	____	=	____	+	INT	+	____
◆ Disguise	(C)	____	=	____	+	CHA	+	____
◆ Escape Artist	(C)	____	=	____	+	DEX	+	*
◆ Forgery	(C)	____	=	____	+	INT	+	____
◆ Gather Information	(C)	____	=	____	+	CHA	+	____
Handle Animal	(C)	____	=	____	+	CHA	+	____
◆ Heal	(C)	____	=	____	+	WIS	+	____
◆ Hide	(C)	____	=	____	+	DEX	+	*
Hypnosis	(C)	____	=	____	+	CHA	+	____
◆ Intimidate	(C)	____	=	____	+	CHA	+	____
◆ Jump	(C)	____	=	____	+	STR	+	*
Knowledge(______)	(C)	____	=	____	+	INT	+	____
Knowledge(______)	(C)	____	=	____	+	INT	+	____
Knowledge(______)	(C)	____	=	____	+	INT	+	____
Knowledge(______)	(C)	____	=	____	+	INT	+	____
◆ Listen	(C)	____	=	____	+	WIS	+	____
◆ Move Silently	(C)	____	=	____	+	DEX	+	*
Open Lock	(C)	____	=	____	+	DEX	+	____
◆ Perform (______)	(C)	____	=	____	+	CHA	+	____
◆ Perform (______)	(C)	____	=	____	+	CHA	+	____
Profession (______)	(C)	____	=	____	+	WIS	+	____
Profession (______)	(C)	____	=	____	+	WIS	+	____
◆ Ride	(C)	____	=	____	+	DEX	+	____
◆ Search	(C)	____	=	____	+	INT	+	____
◆ Sense Motive	(C)	____	=	____	+	WIS	+	____
Sleight of Hand	(C)	____	=	____	+	DEX	+	*
Spellcraft	(C)	____	=	____	+	INT	+	____
◆ Spot	(C)	____	=	____	+	WIS	+	____
◆ Survival	(C)	____	=	____	+	WIS	+	____
◆ Swim	(C)	____	=	____	+	STR	+	**
Tumble	(C)	____	=	____	+	DEX	+	*
Use Magic Device	(C)	____	=	____	+	CHA	+	____
◆ Use Rope	(C)	____	=	____	+	DEX	+	____
________	(C)	____	=	____	+	____	+	____
________	(C)	____	=	____	+	____	+	____
________		____	=	____	+	____	+	____
________		____	=	____	+	____	+	____
________		____	=	____	+	____	+	____

Max. Rank: ____ / ____

(C) Class Skill ◆ Untrained Skill * Armor Penalty

Combat

Ab.	Misc	Size	Base	Total
Melee STR + ____ + ____ +			1st / 2nd / 3rd / 4th	= ____
Ranged DEX + ____ + ____ +			1st / 2nd / 3rd / 4th	= ____
Grapple STR + ____ + ____ + ____		Sz. M.		= ____

Initiative DEX + ____ = ____

2-Hand Attack: ____ / ____ Speed: ________
Notes: ____________

Weapons

Name	Modified Attacks	Feat	Misc	Damage	Critical	Range	Sz/Type
Unarmed Strike	__/__/__/__/__	____	____	____	____	____	____
________	__/__/__/__/__	____	____	____	____	____	____
________	__/__/__/__/__	____	____	____	____	____	____
________	__/__/__/__/__	____	____	____	____	____	____
________	__/__/__/__/__	____	____	____	____	____	____
________	__/__/__/__/__	____	____	____	____	____	____
________	__/__/__/__/__	____	____	____	____	____	____

Notes: ____________

Ammunition: ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

Feats

General Feats
- ☐ Acrobatic
- ☐ Agile
- ☐ Alertness
- ☐ Animal Affinity
- ☐ Armor Profic., Light
  - ☐ Armor Profic., Med.
    - ☐ Armor Profic., H.
- ☐ Athletic
- ☐ Back to the Wall*
- ☐ Blind-Fight*
- ☐ Cold One
- ☐ Combat Casting
- ☐ Combat Expertise*
  - ☐ Improved Disarm*
  - ☐ Improved Feint*
  - ☐ Improved Trip*
- ☐ Combat Reflexes*
- ☐ Courage*
- ☐ Dead Man Walking*
- ☐ Deceitful
- ☐ Deft Hands
- ☐ Diligent
- ☐ Dodge*
  - ☐ Mobility*
    - ☐ Spring Attack*
      - ☐ Whirlwind Att.*
- ☐ Endurance
  - ☐ Diehard
- ☐ Eschew Materials
- ☐ Ethereal Empathy
- ☐ Exotic Weapon Profic.*
  - ________________
  - ________________
- ☐ Extra Turning (☐☐☐)
- ☐ Ghostsight
- ☐ Great Fortitude
- ☐ Haunted
- ☐ Improved Counterspell
- ☐ Improved Critical*
  - ________________
  - ________________
- ☐ Improved Familiar
- ☐ Improved Initiative*
- ☐ Improved Turning
- ☐ Improved Un. Strike*
  - ☐ Deflect Arrows*
    - ☐ Snatch Arrows*
  - ☐ Improved Grapple*
  - ☐ Stunning Fist*
- ☐ Investigator
- ☐ Iron Will
- ☐ Jaded*
- ☐ Leadership
- ☐ Lightning Reflexes
- ☐ Lunatic
- ☐ Magical Aptitude
- ☐ Martial Weapon Profic.
  - ________________
  - ________________
- ☐ Mounted Combat*
  - ☐ Mounted Archery*
  - ☐ Ride-By Attack*
    - ☐ Spirited Charge*
  - ☐ Trample*
- ☐ Natural Spell
- ☐ Negotiator
- ☐ Nimble Fingers
- ☐ Open Mind
- ☐ Persuasive
- ☐ Point Blank Shot*
  - ☐ Far Shot*
  - ☐ Precise Shot*
    - ☐ Impr. Precise Shot*
  - ☐ Rapid Shot*
    - ☐ Manyshot*
  - ☐ Shot on the Run*
- ☐ Power Attack*
  - ☐ Cleave*
    - ☐ Great Cleave*
  - ☐ Improved Bull Rush*
  - ☐ Improved Overrun*
  - ☐ Improved Sunder*
- ☐ Quick Draw*
- ☐ Rapid Reload*
  - ________________
  - ________________
- ☐ Redhead
- ☐ Reincarnated
- ☐ Run
- ☐ Self-Sufficient
- ☐ Shield Proficiency
  - ☐ Improved Shield Bash*
  - ☐ Tower Shield Profic.
- ☐ Simple Weapon Profic.
- ☐ Skill Focus
  - ________________
  - ________________
- ☐ Spell Focus
  - ________________
  - ________________
  - ☐ Augment Summon.
  - ☐ Greater Spell Focus
    - ________________
    - ________________
- ☐ Spell Mastery (☐☐☐)
- ☐ Spell Penetration
  - ☐ Greater Spell Penetr.
- ☐ Stealthy
- ☐ Toughness (☐☐☐)
- ☐ Track
- ☐ Two-Weapon Fighting*
  - ☐ Two-Weap. Defense*
  - ☐ Impr. Two-W. Fight.*
    - ☐ Great. Two-W. F.*
- ☐ Voice of Wrath
- ☐ Weapon Finesse*
- ☐ Weapon Focus*
  - ________________
  - ________________
  - ☐ Greater Weap. Focus*
    - ________________
    - ________________
  - ☐ Weapon Specializat.*
    - ________________
    - ________________
    - ☐ Greater Weap. Sp.*
      - ________________
      - ________________

Item Creation Feats
- ☐ Brew Potion
- ☐ Craft Magic Arms/Arm.
- ☐ Craft Rod
- ☐ Craft Staff
- ☐ Craft Wand
- ☐ Craft Wondrous Item
- ☐ Forge Ring
- ☐ Scribe Scroll

Metamagic Feats
- ☐ Empower Spell
- ☐ Enlarge Spell
- ☐ Extend Spell
- ☐ Heighten Spell
- ☐ Maximize Spell
- ☐ Quicken Spell
- ☐ Silent Spell
- ☐ Still Spell
- ☐ Widen Spell

Epic Feats
- ☐ Familiar Spell
  - ________________
  - ________________
- ☐ Great Smiting (☐☐☐)
- ☐ Impr. Elemental Shape
- ☐ Impr. Fav. Enemy (☐☐)
- ☐ Impr. Metamagic (☐☐)
- ☐ Impr. Sneak Att. (☐☐)
- ☐ Impr. Spell Capac. (☐☐)
- ☐ Impr. Stunn. Fist (☐☐)
- ☐ Lasting Inspiration
- ☐ Overwhelming Critical
  - ________________
  - ________________
- ☐ Planar Turning
- ☐ Spell Knowledge (☐☐)
- ☐ Terrifying Rage

Other Feats
- ☐ ________________
- ☐ ________________
- ☐ ________________
- ☐ ________________
- ☐ ________________

* Fighter Bonus Feats

Race Traits

Innocence ☐ Outcast Rating: _____

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Class Features

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Wealth

PP: _____ GP: _____ SP: _____ CP: _____

Gems/Jewels: ______________________________

____

Other: ______________________________

____

Languages

Literacy ☐

____
____
____

Equipment

	Item Name	Weight
Head	____________________	___
Eyes	____________________	___
Cloak	____________________	___
Amulet	____________________	___
Robe	____________________	___
Vest	____________________	___
Bracers	____________________	___
Gloves	____________________	___
Rings	____________________	___
	____________________	___
Belt	____________________	___
Boots	____________________	___
Armor	____________________	___
Shield	____________________	___
In Hand	____________________	___
	____________________	___
Readied	____________________	___
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☐	____________________	___

Total Carried Weight ____

Carrying Capacity/ Movement

Load: _____ / _____ / _____

Over Head	x1	Current Speed	____
Off Ground	x2	Run (x ___)	____
Push/Drag	x5	Alternate Move:	
Current Load	____	________________	
Max. Dex.	____	________________	
Check Pen.	____	________________	

Henchmen/Animals

Name	Race/Class	HD/Lvl	HP	Init	Spd	AC	AL	Attacks	Damage	Face/Reach

Notes: ____

Henchman/Dread Companion/Familiar

Name: ________ Race: ________ Alignment: ____

Abilities TEMP

STR
DEX
CON
INT
WIS
CHA

Skills

Feats

Combat

HD: ______ Hit Points: ____ Current: ____________
Initiative: ____ Speed: ______ Base Att./Grapple: ____/____
AC: ____ Touch: ____ Flat-footed: ____ Sp./Reach: ___/___

Attacks

___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)

Saves

Fort: _____
Ref: _____
Will: _____
SR: _____

Special Attacks

Special Qualities

Notes/Equipment

Henchman/Dread Companion/Familiar

Name: ________ Race: ________ Alignment: ____

Abilities TEMP

STR
DEX
CON
INT
WIS
CHA

Skills

Feats

Combat

HD: ______ Hit Points: ____ Current: ____________
Initiative: ____ Speed: ______ Base Att./Grapple: ____/____
AC: ____ Touch: ____ Flat-footed: ____ Sp./Reach: ___/___

Attacks

___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)

Saves

Fort: _____
Ref: _____
Will: _____
SR: _____

Special Attacks

Special Qualities

Notes/Equipment

Henchman/Dread Companion/Familiar

Name: ________ Race: ________ Alignment: ____

Abilities TEMP

STR
DEX
CON
INT
WIS
CHA

Skills

Feats

Combat

HD: ______ Hit Points: ____ Current: ____________
Initiative: ____ Speed: ______ Base Att./Grapple: ____/____
AC: ____ Touch: ____ Flat-footed: ____ Sp./Reach: ___/___

Attacks

___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)

Saves

Fort: _____
Ref: _____
Will: _____
SR: _____

Special Attacks

Special Qualities

Notes/Equipment

Henchman/Dread Companion/Familiar

Name: ________ Race: ________ Alignment: ____

Abilities TEMP

STR
DEX
CON
INT
WIS
CHA

Skills

Feats

Combat

HD: ______ Hit Points: ____ Current: ____________
Initiative: ____ Speed: ______ Base Att./Grapple: ____/____
AC: ____ Touch: ____ Flat-footed: ____ Sp./Reach: ___/___

Attacks

___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)
___/___/___/___ (__________)

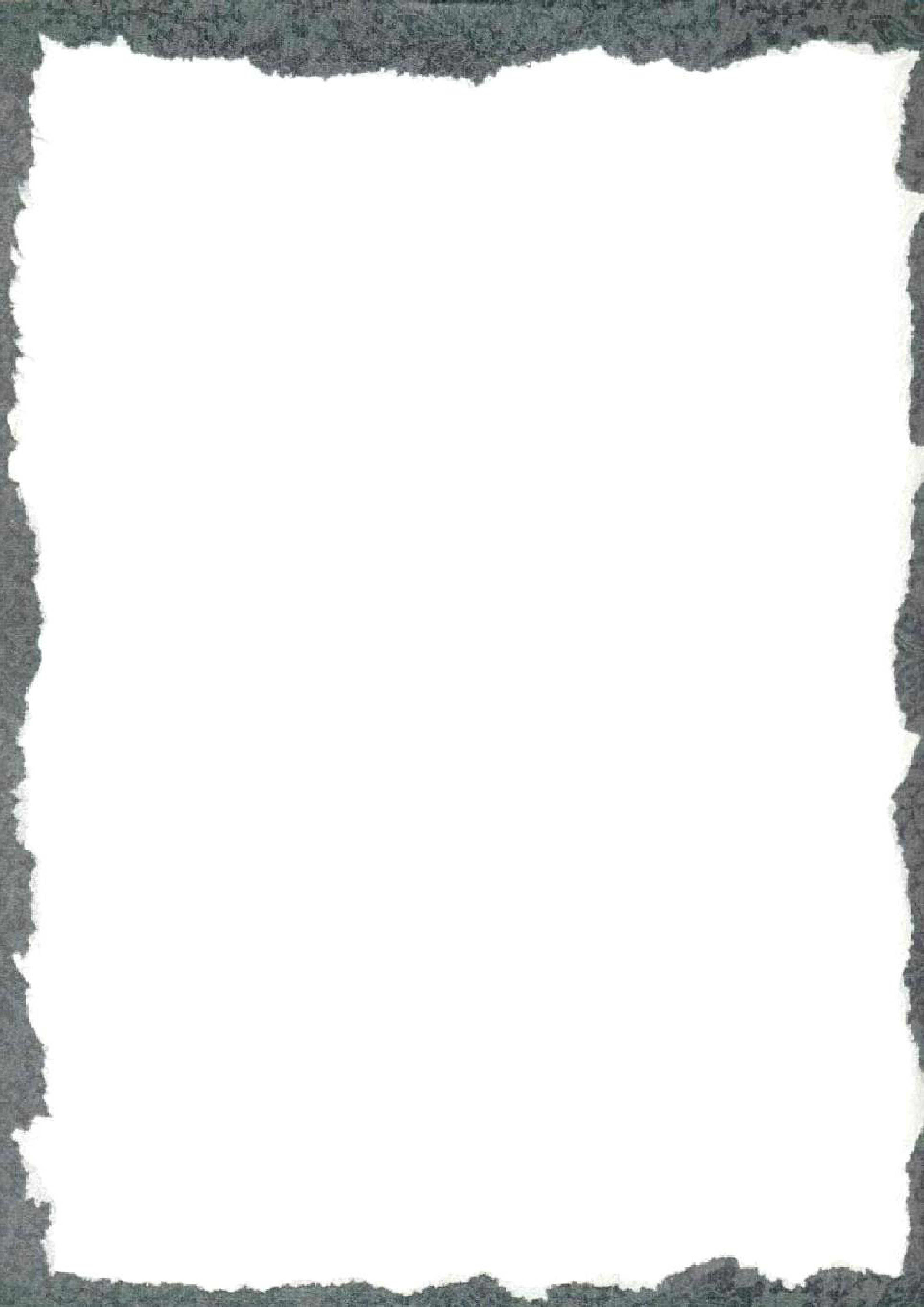
Saves

Fort: _____
Ref: _____
Will: _____
SR: _____

Special Attacks

Special Qualities

Notes/Equipment



Bard Powers

Bardic Knowledge: INT + Lev + ___ = ____

Power		Power		Power	
Countersong:	☑	Inspire Competence:	☐	Song of Freedom:	☐
Fascinate:	☑	Suggestion:	☐	Inspire Heroics:	☐
Inspire Courage +___:	☑	Inspire Greatness:	☐	Mass Suggestion:	☐

Bard Spells

0-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Dancing Lights *[Light]*	Ev	VS	1 act	Medium	1 min (D)	–	N	Creates torches or other lights	PHB216
☐	___	Daze *[Mind-Affecting]*	En	VSM	1 act	Close	1 round	Will n.	Y	Humanoid creat. up to 4HD loses next action	PHB217
☐	___	Detect Magic	Di	VS	1 act	60 ft	1 min/lev (D)	–	N	Detects spells and magic items within 60 ft	PHB219
☐	___	Flare *[Light]*	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attack)	PHB232
☐	___	Ghost Sound	Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Figments sounds	PHB235
☐	___	Know Direction	Di	VS	1 act	Personal	Instantaneous	–	N	You discern north	PHB246
☐	___	Light *[Light]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch	PHB248
☐	___	Lullaby *[Mind-Affecting]*	En	VS	1 act	Medium	Conc. +1 rd/lev	Will n.	Y	Makes subject drowsy	PHB249
☐	___	Mage Hand	Tr	VS	1 act	Close	Concentration	–	N	5-pound telekinesis	PHB249
☐	___	Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs to an object	PHB253
☐	___	Message *[Language-Dependant]*	Tr	VSF	1 act	Medium	10 min/lev	–	N	Whispered conversation at distance	PHB253
☐	___	Open/Close	Tr	VSF	1 act	Close	Instantaneous	Will n.	Y	Opens or closes small or light things	PHB258
☐	___	Prestidigitation	Un	VS	1 act	10 ft	1 hour	–	N	Performs minor tricks	PHB264
☐	___	Read Magic	Di	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks	PHB269
☐	___	Resistance	Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB272
☐	___	Summon Instrument	Co	VS	1 round	0 ft	1 min/lev (D)	–	N	Summons one instrument (caster's choice)	PHB285
☐	___										
☐	___										
☐	___										
☐	___										
☐	___										

1st-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Alarm	Ab	VSF	1 act	Close	2 hrs/lev (D)	–	N	Wards an area, with mental or audible alarm	PHB197
☐	___	Animate Rope	Tr	VS	1 act	Medium	1 round/lev	–	N	Masks a rope move at your command	PHB199
☐	___	Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	1d4 rounds	Will part.	Y	One creat. with up to 5 HD flees	PHB208
☐	___	Charm Person *[Mind-Affecting]*	En	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes one person your friend	PHB209
☐	___	Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	–	N	You understand all spoken/written languages	PHB212
☐	___	Confusion, Lesser *[Mind-Affecting]*	En	VS	1 act	Close	1 round	Will n.	Y	One creature is *confused* for 1 round	PHB212
☐	___	Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 hp +1 per level (max. +5)	PHB215
☐	___	Detect Secret Doors	Di	VS	1 act	60 ft	1 min/lev (D)	–	N	Reveals hidden doors within 60 ft	PHB220
☐	___	Disguise Self	Il	VS	1 act	Personal	10 min/lev (D)	–	N	Changes your appearance	PHB222
☐	___	Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes	PHB227
☐	___	Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	Your speed increases by 30 feet	PHB228
☐	___	Feather Fall	Tr	V	Swift	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly	PHB229
☐	___	Grease	Co	VSM	1 act	Close	1 round/lev (D)	Special	N	Makes 10-ft square or 1 object slippery	PHB237
☐	___	Hypnotism *[Mind-Affecting]*	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PHB242
☐	___	Identify	Di	VSM	1 hour	Touch	Instantaneous	–	N	Determines properties of magic item	PHB243
☐	___	Insatiable Thirst *[Mind-Affecting]*	En	VS	1 act	Close	1 round/lev	Will n.	Y	Victim does anything to consume liquid	VRA29
☐	___	Magic Mouth	Il	VSM	1 act	Close	Until discharge	Will n.	Y	Speaks once when triggered	PHB251
☐	___	Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev (D)	–	N	Alters object's magic aura	PHB257
☐	___	Obscure Object	Ab	VSM	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying	PHB258
☐	___	Remove Fear	Ab	VS	1 act	Close	10 min	Will n.	Y	Suppresses fear or gives +4 on saves	PHB271
☐	___	Rheumatism	Tr	VSF	1 act	Medium	2 round/lev	For n.	Y	Ray fuses bones into arthritic mounds	VRA32
☐	___	Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates minor illusion of your design	PHB279
☐	___	Siren Song *[Sonic, Mind-Affecting]*	En	V	1 act	90 ft.	Concentr. (D)	Will n.	Y	While the caster sings, no one will harm him	VRA37
☐	___	Sleep *[Mind-Affecting]*	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Puts 4 HD of creatues into magical slumber	PHB280
☐	___	Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar creature (1 1st-lev)	PHB285
☐	___	Tasha's Hideous Laughter *[Mind-Aff]*	En	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject loses action for 1 round/lev	PHB292
☐	___	Undetectable Alignment	Ab	VS	1 act	Close	24 hours	Will n.	Y	Conceals alignment for 24 hours	PHB297
☐	___	Unseen Servant	Co	VSM	1 act	Close	1 hour/lev	–	N	Invisible force obeys your commands	PHB297
☐	___	Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev	PHB298
☐	___										
☐	___										
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Bard Spells

2nd-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐	___	Allergen [Fear, Mind-Affecting]	Il	VSF	1 act	Close	1 round/lev (D)	Will n.	Y	Target believes the presence of allergen VRA25
☐	___	Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	–	N	Assume form of a similar creature PHB197
☐	___	Animal Messenger [Mind-Affecting]	En	VSM	1 act	Close	1 day/lev	–	Y	Sends a Tiny animal to a specific place PHB198
☐	___	Animal Trance [Mind-Affecting, Sonic]	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals PHB198
☐	___	Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened PHB206
☐	___	Blur	Il	V	1 act	Touch	1 min/lev (D)	Will n.	Y	Attacks miss subject 20% of the time PHB206
☐	___	Calm Emotions [Mind-Affecting]	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects PHB207
☐	___	Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev PHB208
☐	___	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8 damage +1/lev (max. +10) PHB216
☐	___	Darkness [Darkness]	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural shadow PHB216
☐	___	Daze Monster [Mind-Affecting]	En	VSM	1 act	Medium	1 round	Will n.	Y	Living creature up to 6 HD loses next action PHB217
☐	___	Delay Poison	Co	VS	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject PHB217
☐	___	Detect Thoughts [Mind-Affecting]	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts PHB220
☐	___	Eagle's Splendor	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev PHB225
☐	___	Enthrall [Language-Dep., Mind-Aff., Sonic]	En	VS	1 round	Medium	Up to 1 hour	Will n.	Y	Captivates all within range PHB227
☐	___	Fox's Cunning	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev PHB233
☐	___	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures PHB236
☐	___	Heroism [Mind-Affecting]	En	VS	1 act	Touch	10 min/lev	Will n.	Y	Gives +2 on attacks, saves, skill checks PHB240
☐	___	Hold Person [Mind-Affecting]	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/lev PHB241
☐	___	Hypnotic Pattern [Mind-Affecting]	Il	VSM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures PHB242
☐	___	Invisibility	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject is invisible until it attacks PHB245
☐	___	Locate Object	Di	VSF	1 act	Long	1 min/lev	–	N	Senses direction toward object PHB249
☐	___	Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates minor illusion with some sound PHB254
☐	___	Mirror Image	Il	VS	1 act	Personal	1 min/lev (D)	–	N	Creates 1d4+1/3 lev decoys of you (max 8) PHB254
☐	___	Misdirection	Il	VS	1 act	Close	1 hour/lev	–/Will n.	N	Misleads divinations for one creature/object PHB254
☐	___	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Sp.	Turns fire to blinding light or choking smoke PHB267
☐	___	Rage [Mind-Affecting]	En	VS	1 act	Medium	Conc.+1 rd/lev	–	Y	Gives +2 Str, +2 Con, -2 AC, +1 to Will saves PHB268
☐	___	Scare [Fear, Mind-Affecting]	Ne	VSM	1 act	Medium	1 round/lev	Will part.	Y	Panics creatures of less than 6 HD PHB274
☐	___	Shatter [Sonic]	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures PHB278
☐	___	Silence	Il	VS	1 act	Long	1 min/lev (D)	–/Will n.	Sp.	Negates sound in 15-ft radius PHB279
☐	___	Sound Burst [Sonic]	Ev	VSF	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 sonic damage to subjects, may stun PHB281
☐	___	Suggestion [Language-Dep., Mind-Affecting]	En	VM	1 act	Close	1 hour/lev	Will n.	Y	Compels subject to follow course of action PHB285
☐	___	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar creature (1 2nd or 1d3 1st) PHB286
☐	___	Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	–	N	Summons swarm of bats, rats, or spiders PHB289
☐	___	Tongues	Di	VM	1 act	Touch	10 min/lev	Will n.	N	Speak any language PHB294
☐	___	Whispering Wind [Air]	Tr	VS	1 act	1 mile/lv	1 hour/lev	–	N	Sends a short message up to 1 mile/lev PHB301
☐	___									
☐	___									
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3rd-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐	___	Blink	Tr	VS	1 act	Personal	1 round/lev (D)	–	N	You randomly vanish and reappear PHB206
☐	___	Charm Monster [Mind-Affecting]	En	VS	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally PHB209
☐	___	Clairaudience/Clairvoyance	Di	VSF	10 min	Long	1 min/lev (D)	–	N	Hear or see at a distance for 1 min/lev PHB209
☐	___	Confusion [Mind-Affecting]	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject behave oddly for 1 round/lev PHB212
☐	___	Crushing Despair [Mind-Affecting]	En	VSM	1 act	30 ft	1 min/lev	Will n.	Y	Subjects get -2 to attack, damage, saves, checks PHB215
☐	___	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8 damage +1/lev (max. +15) PHB216
☐	___	Daylight [Light]	Ev	VS	1 act	Touch	10 min/lev (D)	–	N	60-ft radius of bright light PHB216
☐	___	Deep Slumber [Mind-Affecting]	En	VSM	1 round	Close	1 min/lev	Will n.	Y	Puts 10 HD of creatures to sleep PHB217
☐	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects PHB223
☐	___	Displacement	Il	VM	1 act	Touch	1 round/lev (D)	Will n.	Y	Attacks miss subject 50% PHB223
☐	___	Fear [Fear, Mind-Affecting]	Ne	VSM	1 act	30 ft	1 round/lev	Will part.	Y	Subjects in cone flee for 1 round/lev PHB229
☐	___	Gaseous Form	Tr	SM	1 act	Touch	2 min/lev (D)	–	N	Subject gets insubstantial and can fly slowly PHB234
☐	___	Geas, Lesser [Language-Dep., Mind-Affecting]	En	V	1 round	Close	1 dau/lev (D)	Will n.	Y	Commands subject of 7 HD or less PHB235
☐	___	Glibness	Tr	S	1 act	Personal	10 min/lev (D)	–	N	+30 to Bluff, lies can escape discernment PHB235
☐	___	Good Hope [Mind-Affecting]	En	VS	1 act	Medium	1 min/lev	Will n.	Y	Subject gets +2 to attack, damage, saves, checks PHB237
☐	___	Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	One creat/lev is faster, +1 to attack, saves, AC PHB239
☐	___	Illusory Script [Mind-Affecting]	Il	VSM	1 min+	Touch	1 day/lev (D)	Will n.	Y	Only intended reader can decipher PHB243
☐	___	Invisibility Sphere	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Makes everyone within 10 ft invisible PHB245
☐	___	Leomund's Tiny Hut [Force]	Ev	VSM	1 act	20 ft	2 hrs/lev (D)	–	N	Creates shelter for 10 creatures PHB247
☐	___	Major Image	Il	VSF	1 act	Long	Conc.+3 rds.	Will dis.	N	Visual,sound, olfactory, thermal illusion PHB252
☐	___	Phantom Steed	Co	VS	10 min	0 ft	1 hr/lev (D)	–	N	Magic horse appears for 1 hr/lev PHB260
☐	___	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse PHB270
☐	___	Scrying	Di	VSMF	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance PHB274
☐	___	Sculpt Sound	Tr	VS	1 act	Close	1 hour/lev (D)	Will n.	Y	Creates new sounds or changes existing ones PHB275
☐	___	Secret Page	Tr	VSM	10 min	Touch	Permanent	–	N	Changes one page to hide its real content PHB275
☐	___	See Invisibility	Di	VSM	1 act	Personal	10 min/lev (D)	–	N	Reveals invisible creatures or objects PHB275
☐	___	Sepia Snake Sigil [Force]	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader PHB276
☐	___	Slow	Tr	VSM	1 act	Close	1 round/lev	Will n.	Y	1 subj./lev takes 1 act/round., -2 AC and attack PHB280
☐	___	Speak with Animals	Di	VS	1 act	Personal	1 min/lev	–	N	You can communicate with animals PHB281
☐	___	Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st) PHB286
☐	___									
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Bard Spells

4th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Awaken Guilt *[Mind-Affecting]*	En	VSM	1 act	Touch	Special	Will n.	Y	Target falls into Mental Shock for 1d6 min	VRA26
☐	___	Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects	PHB207
☐	___	Cure Critical Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
☐	___	Detect Scrying	Di	VSM	1 act	40 ft	24 hrs	–	N	Alerts you of magical eavesdropping	PHB219
☐	___	Dimension Door *[Teleportation]*	Co	V	1 act	Long	Instantaneous	–/Will n.	Sp.	Teleports you short distance	PHB221
☐	___	Dominate Person *[Mind-Affecting]*	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically	PHB224
☐	___	Freedom of Movement	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB233
☐	___	Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev (D)	Will dis.	N	Makes one type of terrain appear like another	PHB238
☐	___	Hold Monster *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev	PHB241
☐	___	Invisibility, Greater	Il	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Subject is invisible even if it attacks	PHB245
☐	___	Legend Lore	Di	VSMF	Special	Personal	Special	–	N	Learn tales about a person, place, or thing	PHB246
☐	___	Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	–	N	Creates sturdy cottage	PHB247
☐	___	Locate Creature	Di	VSM	1 act	Long	10 min/lev	–	N	Indicates direction to familiar creature	PHB249
☐	___	Modify Memory *[Mind-Affecting]*	En	VS	1 round	Close	Permanent	Will n.	Y	Changes 5 minutes of subject's memories	PHB255
☐	___	Neutralize Poison	Co	VSM	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
☐	___	Rainbow Pattern *[Mind-Affecting]*	Il	VSMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights fascinate 24 HD of creatures	PHB268
☐	___	Repel Vermin	Ab	VS	1 act	10 ft	10 min/lev (D)	–/Will n.	Y	Insects, spiders, and vermin stay 10 ft away	PHB271
☐	___	Shadow Conjuration	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th lev., 20% real	PHB276
☐	___	Shout *[Sonic]*	Ev	V	1 act	30 ft	Instantaneous	Special	Y	Deafens all within cone and deals 5d6 damage	PHB279
☐	___	Speak with Plants	Di	VS	1 act	Personal	1 min/lev	–	N	You can talk to plants and plant creatures	PHB282
☐	___	Summon Monster IV	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd)	PHB286
☐	___	Zone of Silence	Il	VS	1 round	Personal	1 hour/lev (D)	–	N	Keeps eavesdroppers from overhearing	PHB303
☐	___										
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5th-Level Spells

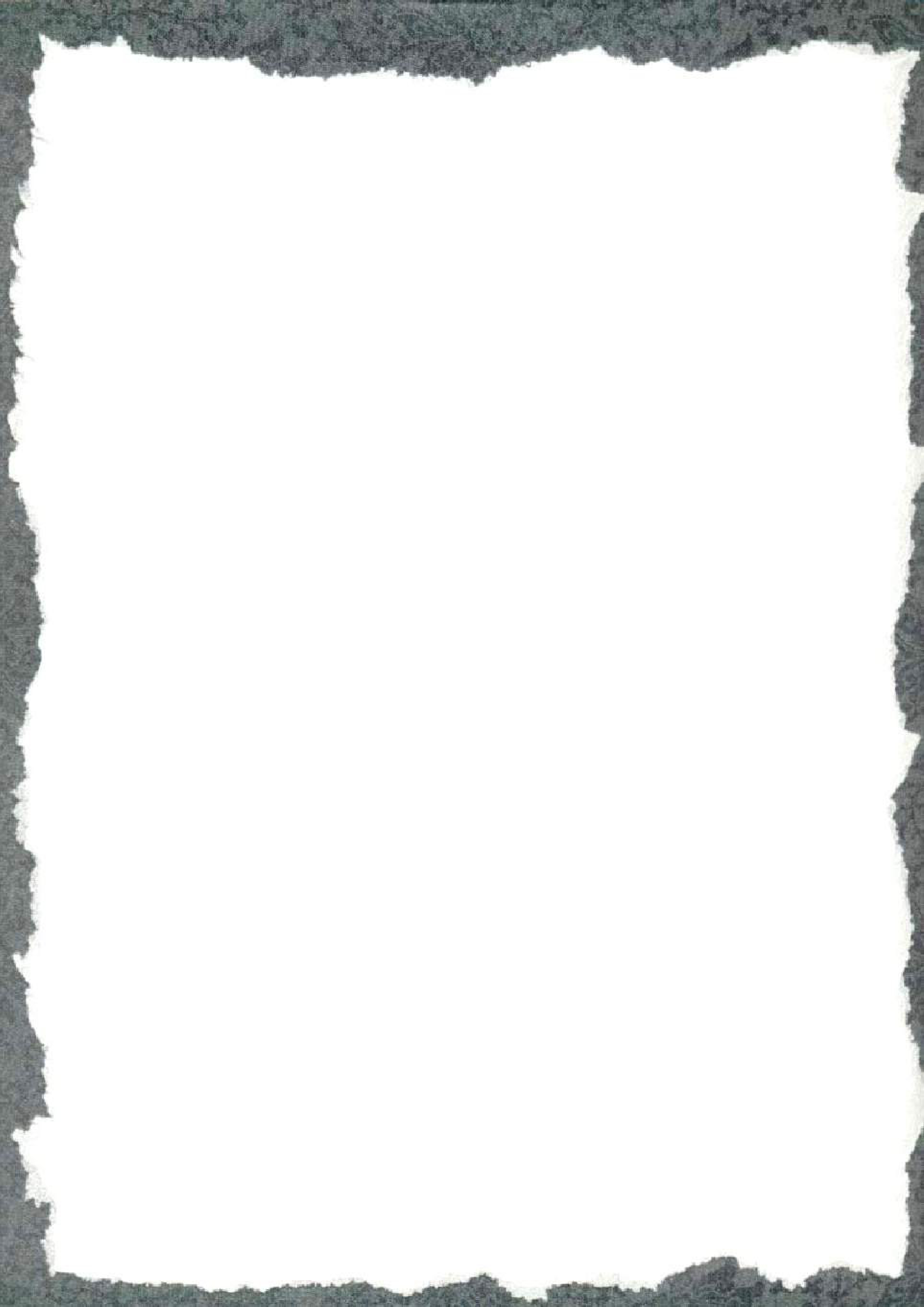
Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Cure Light Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 1d8 damage +1/lev for many creatures	PHB216
☐	___	Dispel Magic, Greater	Ab	VS	1 act	Medium	Instantaneous	–	N	Dispels magical effects, +20 on check	PHB223
☐	___	Dream *[Mind-Affecting]*	Il	VS	1 min	Unlimit.	Special	–	Y	Sends message to anyone sleeping	PHB225
☐	___	False Vision	Il	VSM	1 act	Touch	1 hour/lev (D)	–	N	Fools scrying with an illusion	PHB229
☐	___	Heroism, Greater *[Mind-Affecting]*	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+4 to attack, saves, skills; temporary hit points	PHB240
☐	___	Mind Fog *[Mind-Affecting]*	En	VS	1 act	Medium	Special	Will n.	Y	Subjects in fog get -10 Wis and Will checks	PHB253
☐	___	Mirage Arcana	Il	VS	1 act	Long	Conc. +1 hr/lev	Will dis.	N	Terrain and structures appear like another	PHB254
☐	___	Mislead	Il	S	1 act	Close	1 round/lev (D)	–/Will dis.	N	Turns you invisible and creates illusory double	PHB255
☐	___	Nightmare *[Mind-Affecting, Evil]*	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue	PHB257
☐	___	Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr.	PHB260
☐	___	Seeming	Il	VS	1 act	Close	12 hours (D)	Special	Sp.	Changes appearance of 1 person/2 lev	PHB275
☐	___	Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation below 5th lev, 20% real	PHB277
☐	___	Shadow Walk	Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly	PHB277
☐	___	Song of Discord *[Mind-Affecting, Sonic]*	En	VS	1 act	Medium	1 round/lev	Will n.	Y	Forces targets to attack each other	PHB281
☐	___	Suggestion, Mass *[Lang.-Dep., Mind-Aff.]*	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels 1 subject/lev to a course of action	PHB285
☐	___	Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 5th, 1d3 4th or 1d4+1 3rd)	PHB286
☐	___										
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6th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Analyze Dweomer	Di	VSF	1 act	Close	1 round/lev (D)	–/Will n.	N	Reveals magical aspects of subject	PHB197
☐	___	Animate Objects	Tr	VS	1 act	Medium	1 round/lev	–	N	Objects attack your foes	PHB199
☐	___	Cat's Grace, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Dex	PHB208
☐	___	Charm Monster, Mass *[Mind-Affecting]*	En	V	1 act	Close	1 day/lev	Will n.	Y	Monsters in 30 ft believe they are friends	PHB209
☐	___	Cure Moderate Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 2d8 damage +1/lev for many creatures	PHB216
☐	___	Danse Macabre	Ev	VS	1 round	60 ft	Special	Special	Y	Does 1d6/lev (max 15d6) to undead	VRA27
☐	___	Eagle's Splendor, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Cha	PHB225
☐	___	Eyebite *[Evil]*	Ne	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose	PHB228
☐	___	Find the Path	Di	VSF	3 rds	Touch	10 min/lev	–/Will n.	Sp.	Shows most direct way to a location	PHB230
☐	___	Fox's Cunning, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Int	PHB233
☐	___	Geas/Quest *[Lang.-Dep., Mind-Affecting]*	En	V	10 min	Close	1 day/lev (D)	–	Y	Places a magical command on a creature	PHB234
☐	___	Heroes' Feast	Co	VS	10 min	Close	Special	–	N	Food for 1 creat/lev cures and gives bonuses	PHB240
☐	___	Otto's Irresistible Dance *[Mind-Aff.]*	En	V	1 act	Touch	1d4+1 rounds	–	Y	Forces subject to dance	PHB259
☐	___	Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PHB260
☐	___	Programmed Image	Il	VSF	1 act	Long	Perm, then 1r/l	Will dis.	N	Creates full illusion triggered by event	PHB265
☐	___	Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells	PHB265
☐	___	Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As *scrying*, but faster and longer	PHB274
☐	___	Shout, Greater *[Sonic]*	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y	Yell deals 10d6 damage, stuns, damages objects	PHB279
☐	___	Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th)	PHB287
☐	___	Sympathetic Vibration *[Sonic]*	Ev	VSM	10 min	Touch	1 round/lev	–	Y	Deals 2d10 damage/round to a structure	PHB291
☐	___	Veil	Il	VS	1 act	Long	Conc. +1 hr/lev	Will n.	Y	Changes appearance of group of creatures	PHB298
☐	___										
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Cleric Powers

Turn/Rebuke Undead

Turning Check: 1d20 + CHA + ___

Times per Day: 3 + CHA + ___ = ____

Turning Damage: 2d6 + CHA + Lev = ____

Check Result	Max HD Affected
0 or lower	Level -4
1-3	Level -3
4-6	Level -2
7-9	Level -1
10-12	Level
13-15	Level +1
16-18	Level +2
19-21	Level +3
22+	Level +4

Domain: ________________ Domain: ________________

Granted Power: ________________ Granted Power: ________________

Cleric Spells

0-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐☐

Kn.	Prep.	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Create Water *[Water]*	Co	VS	1 act	Close	Instantaneous	–	N	Creates 2 gallons/lev of pure water	PHB215
___	___	Cure Minor Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1 point of damage	PHB216
___	___	Detect Magic	Di	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft	PHB219
___	___	Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poison in one creature or object	PHB219
___	___	Guidance	Di	VS	1 act	Touch	1 min	Will n.	Y	+1 on one attack, roll, check or save	PHB238
___	___	Inflict Minor Wounds	Ne	VS	1 act	Touch	Instantaneous	Will n.	Y	Touch attack, 1 point of damage	PHB244
___	___	Light *[Light]*	Ev	VD	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch	PHB248
___	___	Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object	PHB253
___	___	Purify Food and Drink	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cubic ft/level of food or water	PHB267
___	___	Read Magic	Di	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks	PHB269
___	___	Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB272
___	___	Virtue	Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hit point	PHB298

1st-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐

Kn.	Prep.	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Bane *[Fear, Mind-Affecting]*	En	VSD	1 act	50 ft	1 min/lev	Will n.	Y	Enemies suffer -1 to attacks and saves vs. fear	PHB203
___	___	Bless *[Mind-Affecting]*	En	VSD	1 act	50 ft	1 min/lev	–	Y	Allies gain +1 to attack and saves vs. fear	PHB205
___	___	Bless Water *[Good]*	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water	PHB205
___	___	Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	Special	Will part.	Y	One creature up to 5 HD flees for 1d4 rounds	PHB208
___	___	Command *[Language-Dep., Mind-Affecting]*	En	V	1 act	Close	1 round	Will n.	Y	Subject obeys selected command for 1 round	PHB211
___	___	Comprehend Languages	Di	VSD	1 act	Personal	10 min/lev	–	N	Understand all spoken and written languages	PHB212
___	___	Cure Light Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
___	___	Curse Water *[Evil]*	Ne	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes unholy water	PHB216
___	___	Deathwatch *[Evil]*	Ne	VS	1 act	30 ft	10 min/lev	Special	N	Reveals how near neath subjects are in 30-ft	PHB217
___	___	Detect Chaos	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects	PHB218
___	___	Detect Evil	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects	PHB218
___	___	Detect Good	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects	PHB219
___	___	Detect Law	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects	PHB219
___	___	Detect Undead	Di	VSD	1 act	60 ft	1 min/lev (D)	–	N	Reveals undead within 60 ft	PHB220
___	___	Divine Favor	Ev	VSD	1 act	Personal	1 min	–	N	Gain +1 to hit and damage per 3 levels	PHB224
___	___	Doom *[Fear, Mind-Affecting]*	Ne	VSD	1 act	Medium	1 min/lev	Will n.	Y	Subject suffers -2 to hit, dmg, checks, saves	PHB225
___	___	Endure Elements	Ab	VS	1 act	Touch	24 hrs	–	Y	Exist comfortably in hot or cold environm.	PHB226
___	___	Entropic Shield	Ab	VS	1 act	Personal	1 min/lev (D)	–	N	Ranged attacks against you miss 20%	PHB227
___	___	Epiphany *[Good, Mind-Affecting]*	En	VSM	1 act	Close	10 min	Will n.	Y	Recipient gets +4 vs. Horror Checks	VRA34
___	___	Hide from Undead	Ab	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Undead can't perceive one subject/level	PHB241
___	___	Inflict Light Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch deals 1d8 damage +1/lev (max +5)	PHB244
___	___	Magic Stone	Tr	VSD	1 act	Touch	30 min	Will n.	Y	3 stones gain +1 to hit and do 1d6+1 damage	PHB251
___	___	Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
___	___	Obscuring Mist	Co	VS	1 act	20 ft	1 min/lev	–	N	Fog surrounds you	PHB258
___	___	Protection from Chaos *[Lawful]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
___	___	Protection from Evil *[Good]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
___	___	Protection from Good *[Evil]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
___	___	Protection from Law *[Chaotic]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
___	___	Remove Fear	Ab	VS	1 act	Close	10 min	Will n.	Y	+4 on saves vs. fear for 1 subject +1/4 lev	PHB271
___	___	Sanctuary	Ab	VSD	1 act	Touch	1 round/lev	Will n.	N	Opponents can't attack you, you can't attack	PHB274
___	___	Shield of Faith	Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Aura grants +2 or higher deflection bonus	PHB278
___	___	Summon Monster I	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls a 1st-level extraplanar creature	PHB285
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Cleric Spells

2nd-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐

Kn. Prep. Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
	Aid *[Mind-Affecting]*	En	VSD	1 act	Touch	1 min/lev	–	Y	+1 to hit and save vs. fear, +1d8 temp. hp +1/lev PHB196
	Align Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon becomes good, evil, lawful or chaotic PHB197
	Augury	Di	VSMF	1 min	Personal	Instantaneous	–	N	Learn whether an action will be good or bad PHB202
	Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev PHB203
	Bull's Strength	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev PHB207
	Calm Emotions *[Mind-Affecting]*	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects PHB207
	Consecrate *[Good]*	Ev	VSMD	1 act	Close	2 hours/lev	–	N	Fills area with positive energy, weakens undead PHB212
	Cure Moderate Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8damage +1/lev (max +10) PHB216
	Darkness *[Darkness]*	Ev	VMD	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural shadow PHB216
	Death Knell *[Death, Evil]*	Ne	VS	1 act	Touch	20 min/HD	Will n.	Y	Kills 1 creature, gain 1d8 hp, +2 Str and 1 level PHB217
	Delay Poison *[Healing]*	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev PHB217
	Desecrate *[Evil]*	Ev	VSMD	1 act	Close	2 hours/lev	–	Y	Fills area with neg. energy, strength. undead PHB218
	Eagle's Splendor	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev PHB225
	Enthrall *[Language-Dep., Mind-Aff., Sonic]*	En	VS	1 round	Medium	Up to 1 hour	Will n.	Y	Captivates all within range PHB227
	Find Traps	Di	VS	1 act	Personal	1 min/lev	–	N	Notice traps as a rogue does PHB230
	Gentle Repose	Ne	VSD	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse PHB235
	Hold Person *[Mind-Affecting]*	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/level PHB241
	Inflict Moderate Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch deals 2d8 damage +1/lev (max +10) PHB244
	Make Whole	Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Repairs an object PHB252
	Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev PHB259
	Protection from Curses	Ab	VSM	1 min	Touch	1 day/lev	Will n.	N	Target has +4 to ST against curses VRA36
	Reflect Pain *[Mind-Affecting]*	En	VSM	1 act	Touch	1 round/lev	Will n.	Y	Reflects back the pain VRA36
	Remove Paralysis *[Healing]*	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/slow PHB271
	Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from energy type PHB272
	Restoration, Lesser	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage PHB272
	See Ethereal Resonance	Di	VS	1 act	Touch	1 round/lev	Will n.	Y	Subject can see the Near Ethereal VRA25
	Shatter *[Sonic]*	Ev	VSD	1 act	Close	Instantaneous	Special	Y	Vibrations damage objects/crystalline creat. PHB278
	Shield Other	Ab	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of subject's damage PHB278
	Silence	Il	VS	1 act	Long	1 min/lev (D)	Special	Sp.	Negates sound in 15-ft radius PHB279
	Sound Burst *[Sonic]*	Ev	VSD	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 sonic damage to subjects, may stun PHB281
	Spiritual Weapon *[Force]*	Ev	VSD	1 act	Medium	1 round/lev (D)	–	Y	Magic weapon attacks on its own PHB283
	Status	Di	VS	1 act	Touch	1 hour/lev	Will n.	Y	Monitors condition and position of allies PHB284
	Summon Monster II	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar creature (1 2nd or 1d3 1st) PHB286
	Undetectable Alignment	Ab	VS	1 act	Close	24 hrs	Will n.	Y	Conceals alignment for 24 hrs PHB297
	Zone of Deception *[Mind-Affecting]*	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot tell the truth RPHB120
	Zone of Truth *[Mind-Affecting]*	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie PHB303
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Cleric Spells

3rd-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐

Kn.	Prep. Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Anesthesia *[Mind-Affecting]*	En	VSM	1 act	Medium	5 min/lev	Will n.	Y	Subject is immune to pain	VRA33
		Animate Dead *[Evil]*	Ne	VSM	1 act	Touch	Instantaneous	–	N	Creates undead skeletons and zombies	PHB198
		Augment Undead *[Evil]*	Ne	VSF	1 act	Medium	1 min/lev (D)	Will n.	Y	Target undead has +1 to ST and +3 to turn res.	VRA28
		Awaken Guilt *[Mind-Affecting]*	En	VSM	1 act	Touch	Special	Will n.	Y	Target falls into Mental Shock for 1d6 min	VRA26
		Bestow Curse	Ne	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 to rolls; or 50% lose act.	PHB203
		Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PHB206
		Borrowed Time, Lesser	Ne	VM	3 days	Personal	Special	–	N	You return as a 2nd-rank ancient dead	RPHB118
		Contagion *[Evil]*	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB213
		Continual Flame *[Light]*	Ev	VSM	1 act	Touch	Permanent	–	N	Makes a permanent heatless torch	PHB213
		Create Food and Water	Co	VS	10 min	Close	24 hrs	–	N	Feeds 3 humans or 1 horse/level	PHB213
		Cure Serious Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8 damage +1/lev (max +15)	PHB216
		Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev (D)	–	N	60-ft radius of bright light	PHB216
		Deeper Darkness *[Darkness]*	Ev	VD	1 act	Touch	1 day/lev (D)	–	N	Object sheds shadow in 60-ft radius	PHB217
		Diminish Undead	Ne	VSF	1 act	Medium	1 min/2 lev	Will n.	Y	Target undead has -1 to ST and -3 to turn res.	VRA28
		Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels spells and magical effects	PHB223
		Glyph of Warding	Ab	VSM	10 min	Touch	Until disch.	Special	Sp.	Inscription harms those who pass it	PHB236
		Helping Hand	Ev	VSD	1 act	5 miles	1 hour/lev	–	N	Ghostly hand leads subject to you	PHB239
		Immerse Mind *[Mind-Affecting]*	Di	VS	1 act	Touch	1 round	Will n.	Y	Immerses caster's mind into target's	VRA24
		Inflict Serious Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch deals 3d8 damage +1/lev (max +15)	PHB244
		Invisibility Purge	Ev	VS	1 act	Personal	1 min/lev (D)	–	N	Dispels invisibility within 5 ft/level	PHB245
		Locate Object	Di	VSD	1 act	Long	1 min/lev	–	N	Senses direction towards object	PHB249
		Magic Circle against Chaos *[Lawful]*	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB249
		Magic Circle against Evil *[Good]*	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB249
		Magic Circle against Good *[Evil]*	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB250
		Magic Circle against Law *[Chaotic]*	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB250
		Magic Vestment	Tr	VSD	1 act	Touch	1 hour/lev	Will n.	Y	Armor or shield gains +1/4 levels	PHB251
		Meld into Stone *[Earth]*	Tr	VSD	1 act	Personal	10 min/lev	–	N	You and your gear merge with stone	PHB252
		Obscure Object	Ab	VSD	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying	PHB258
		Prayer *[Mind-Affecting]*	En	VSD	1 act	40 ft	1 round/lev	–	Y	Allies gain +1 on most rolls, enemies -1	PHB264
		Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 points/lev damage from energy	PHB266
		Remove Blindness/Deafness *[Healing]*	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions	PHB270
		Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB270
		Remove Disease *[Healing]*	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
		Searing Light	Ev	VS	1 act	Medium	Instantaneous	–	Y	Ray deals 1d8/2 lev, more if undead	PHB275
		Shackle *[Force]*	Ev	VSD	1 act	Close	1 min/lev (D)	–	Y	Ray paralyzes target	VRA32
		Speak with Dead *[Language-Dependent]*	Ne	VSD	10 min	10 ft	1 min/lev	Will n.	N	Corpse answers one question/2 levels	PHB281
		Stone Shape *[Earth]*	Tr	VSD	1 act	Touch	Instantaneous	–	N	Sculpts stone into any shape	PHB284
		Summon Monster III	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st)	PHB286
		Water Breathing	Tr	VSD	1 act	Touch	2 hours/lev	Will n.	Y	Subjects can breathe underwater	PHB300
		Water Walk *[Water]*	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid	PHB300
		Wind Wall *[Air]*	Ev	VSD	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures and gases	PHB302
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Cleric Spells

4th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐

Kn.	Prep. Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	Source
		Air Walk [Air]	Tr	VSD	1 act	Touch	10 min/lev	–	Y	Subject treads on air as if solid (45 deg. climb)	PHB196
		Control Water [Water]	Tr	VSD	1 act	Long	10 min/lev (D)	–	N	Raises or lowers bodies of water	PHB214
		Cure Critical Wounds [Healing]	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
		Death Ward	Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PHB217
		Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	–	Y	Bars extradimensional movement	PHB221
		Discern Lies	Di	VSD	1 act	Close	Up to 1 rd/lev	Will n.	N	Reveals deliberate falsehood	PHB221
		Dismissal	Ab	VSD	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PHB222
		Divination	Di	VSM	10 min	Personal	Instantaneous	–	N	Provides advice for specific proposed actions	PHB224
		Divine Power	Ev	VSD	1 act	Personal	1 round/lev	–	N	You gain attack bonus, +6 Str and 1 hp/level	PHB224
		Feign Undeath	Ne	VSD	1 act	Touch	2 min/lev	Will n.	Y	Deal your target with aspect of a zombie	RPHB118
		Freedom of Movement	Ab	VSMD	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB233
		Giant Vermin	Tr	VSD	1 act	Close	1 min/lev	–	Y	Turns insects into giant vermin	PHB235
		Imbue with Spell Ability	Ev	VSD	10 min	Touch	Until disch.(D)	Will n.	Y	Transfers spells to subject	PHB243
		Inflict Critical Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch deals 4d8 damage +1/lev (max +20)	PHB244
		Magic Weapon, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	+1 bonus/4 lev (max +5)	PHB251
		Neutralize Poison [Healing]	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
		Planar Ally, Lesser	Co	VSDX	10 min	Close	Instantaneous	–	N	Exchange services with 6-HD extraplanar	PHB261
		Poison	Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min.	PHB262
		Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev (D)	–/Will n.	Y	Insects and vermin stay 10 ft away	PHB271
		Restoration [Healing]	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability drains	PHB272
		Sending	Ev	VSD	10 min	Special	1 round	–	N	Instantly delivers short messages anywhere	PHB275
		Spell Immunity	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject is immune to 1 spell/4 levels	PHB282
		Summon Monster IV	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd)	PHB286
		Tongues	Di	VD	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PHB294
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5th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐

Kn.	Prep. Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	Source
		Atonement	Ab	VSMFDX	1 hour	Touch	Instantaneous	–	Y	Removes burden of misdeeds from subject	PHB201
		Borrowed Time	Ne	VM	3 days	Personal	Special	–	N	You return as a 3rd-rank ancient dead	RPHB118
		Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects	PHB207
		Command, Greater [Lang.-Dep., Mind-Aff.]	En	V	1 act	Close	1 round/lev	Will n.	Y	One subject/lev obeys command for 1 round	PHB211
		Commune	Di	VSMDX	10 min	Personal	1 round/lev	–	N	Deity answers one yes-or-no question/level	PHB211
		Cure Light Wounds, Mass [Healing]	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 1d8 damage +1/lev for many creatures	PHB216
		Dispel Chaos [Lawful]	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by chaotic creatures	PHB222
		Dispel Evil [Good]	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by evil creatures	PHB222
		Dispel Good [Evil]	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by good creatures	PHB222
		Dispel Law [Chaotic]	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by lawful creatures	PHB223
		Disrupting Weapon	Tr	VS	1 act	Touch	1 round/lev	Will n.	Y	Melee weapon destroys undead	PHB223
		Flame Strike [Fire]	Ev	VSD	1 act	Medium	Instantaneous	Ref ½	Y	Smites foes with fire (1d6/level)	PHB231
		Hallow [Good]	Ev	VSMD	1 day	Touch	Indefinite	Special	Sp.	Designates location as holy	PHB238
		Inflict Light Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will ½	Y	Deals 1d8 damage +1/lev to many creatures	PHB244
		Insect Plague	Co	VSD	1 round	Long	1 min/lev	–	N	Locust swarms attack creatures	PHB244
		Mark of Justice	Ne	VSD	10 min	Touch	Permanent	–	Y	Designate action that will trigger *curse* on subj.	PHB252
		Plane Shift	Co	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PHB262
		Raise Dead [Healing]	Co	VSMD	1 min	Touch	Instantaneous	–	Y	Restores life to subject dead up to 1 day/level	PHB268
		Reflect Pain, Greater [Mind-Affecting]	En	VSM	1 act	Close	1 round/lev	Will n.	Y	Reflects back the pain	VRA35
		Righteous Might	Tr	VSD	1 act	Personal	1 round/lev (D)	–	N	Your size increases, and you gain bonuses	PHB273
		Scrying	Di	VSFD	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance	PHB274
		Slay Living [Death]	Ne	VS	1 act	Touch	Instantaneous	For part.	Y	Touch attack kills subject	PHB280
		Soul Anchor	Ab	VS	1 act	Touch	Permanent (D)	Will n.	Y	Binds a creature's spirit to an edifice	RPHB119
		Spell Resistance	Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +12 +1/level Spell Resistance	PHB282
		Summon Monster V	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 5th, 1d3 4th or 1d4+1 3rd)	PHB286
		Symbol of Pain [Evil]	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune wracks creatures with pain	PHB290
		Symbol of Sleep [Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune puts creatures into slumber	PHB291
		True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PHB296
		Unhallow [Evil]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as unholy	PHB297
		Wall of Stone [Earth]	Co	VSD	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PHB299
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Cleric Spells

6th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐

Kn.	Prep. Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Animate Objects	Tr	VS	1 act	Medium	1 round/lev	–	N	Objects attack your foes	PHB199
___	___	Antilife Shell	Ab	VSD	1 round	10 ft	10 min/lev (D)	–	Y	10-ft field hedges out living creatures	PHB199
___	___	Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures	PHB203
___	___	Bear's Endurance, Mass	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Con	PHB203
___	___	Blade Barrier [Force]	Ev	VS	1 act	Medium	1 min/lev (D)	Special	Y	Wall of blades deal 1d6 damage/level	PHB205
___	___	Bull's Strength, Mass	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Str	PHB207
___	___	Create Undead [Evil]	Ne	VSM	1 hour	Close	Instantaneous	–	N	Creates ghouls, ghasts, mummies or mohrgs	PHB215
___	___	Cure Moderate Wounds, Mass [Healing]	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 2d8 damage +1/lev for many creatures	PHB216
___	___	Danse Macabre	Ev	VS	1 round	60 ft	Special	Special	Y	Does 1d6/lev (max 15d6) to undead	VRA27
___	___	Dispel Magic, Greater	Ab	VS	1 act	Medium	Instantaneous	–	N	Dispels magical effects, +20 on check	PHB223
___	___	Eagle's Splendor, Mass	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Cha	PHB225
___	___	Find the Path	Di	VSF	3 rds	Touch	10 min/lev	–/Will n.	Y	Shows most direct way to a location	PHB230
___	___	Forbiddance	Ab	VSMD	6 rds	Medium	Permanent	Special	Y	Blocks planar travel, damages diff. alignments	PHB232
___	___	Geas/Quest [Lang.-Dep., Mind-Affecting]	En	V	10 min	Close	1 day/lev (D)	–	Y	Places a magical command on a creature	PHB234
___	___	Glyph of Warding, Greater	Ab	VSM	10 min	Touch	Unti disch. (D)	Special	Sp.	As *glyph of warding*, up to 10d8 dmg/6th lev	PHB237
___	___	Harm	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Deals 10 points/lev damage to target	PHB239
___	___	Heal [Healing]	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	Cures 10 points/lev of damage and conditions	PHB239
___	___	Heroes' Feast	Co	VSD	10 min	Close	1 hour +12 hrs	–	N	Food for 1 creat./lev cures and gives bonuses	PHB240
___	___	Inflict Moderate Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will ½	Y	Deals 2d8 damage +1/lev to many creatures	PHB244
___	___	Inviolate Soul	Ne	VS	1 round	Personal	Special	–	N	Protects the caster against soul-affecting spells	VRA35
___	___	Mystick Cage	Co	VSF	1 min	Unlimit.	30 min	–	Sp.	Fiend is summoned and trapped	VRA30
___	___	Owl's Wisdon, Mass	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Wis	PHB259
___	___	Planar Ally	Co	VSDX	10 min	Close	Instantaneous	–	N	Exchange service with a 16 HD extraplanar	PHB261
___	___	Summon Monster VI	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th)	PHB287
___	___	Symbol of Fear [Fear, Mind-Affecting]	Ne	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune panics nearby creatures	PHB290
___	___	Symbol of Persuasion [Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune charms nearby creatures	PHB290
___	___	Undeath to Death	Ne	VSD	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20HD) undead	PHB297
___	___	Wind Walk [Air]	Tr	VSD	1 act	Touch	1 hour/lev (D)	–/Will n.	Sp.	You and allies turn vaporous and travel fast	PHB302
___	___	Word of Recall	Co	V	1 act	Unlimit.	Instantaneous	–/Will n.	Sp.	Teleports you back to designated place	PHB303
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7th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐

Kn.	Prep. Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Bestow Divine Curse	Tr	VMD	1 round	Medium	Permanent	Will n.	Y	Invokes a powerful curse up to lethal severity	RPHB117
___	___	Blasphemy [Sonic, Evil]	Ev	V	1 act	40 ft	Instantaneous	–/Will n.	Y	Kill/paralyze/weaken/daze nonevil subjects	PHB205
___	___	Borrowed Time, Greater	Ne	VM	3 days	Personal	Special	–	N	You return as a 4th-rank ancient dead	RPHB118
___	___	Control Weather	Tr	VS	10 min	2 miles	4d12 hours	–	N	Changes weather in local area	PHB214
___	___	Cure Serious Wounds, Mass [Healing]	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 3d8 damage +1/lev for many creatures	PHB216
___	___	Destruction [Death]	Ne	VSF	1 act	Close	Instantaneous	For part.	Y	Kills subject and destroys remains	PHB218
___	___	Dictum [Sonic, Lawful]	Ev	V	1 act	40 ft	Instantaneous	–/Will n.	Y	Kill/paralyze/slow/deafen nonlawful subjects	PHB220
___	___	Eternal Slumber	Ab	VSX	1 min	Close	Special	Special	Y	Corpse cannot be made into undead	VRA29
___	___	Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev (D)	–	N	You become ethereal for 1 round/lev	PHB227
___	___	Holy Word [Sonic, Good]	Ev	V	1 act	40 ft	Instantaneous	–/Will n.	Y	Kill/paralyze/blind/deafen nongood subjects	PHB242
___	___	Inflict Serious Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will ½	Y	Deals 3d8 damage +1/lev to many creatures	PHB244
___	___	Refuge	Co	VSM	1 act	Touch	Until discharg.	–	N	Alters item to transport its possessor to you	PHB269
___	___	Regenerate [Healing]	Co	VSD	3 rds	Touch	Instantaneous	For n.	Y	Severed limbs grow back, cures 4d8 dmg +1/lev	PHB270
___	___	Repulsion	Ab	VSD	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PHB271
___	___	Restoration, Greater [Healing]	Co	VSX	10 min	Touch	Instantaneous	Will n.	Y	Restores all levels and drained ability scores	PHB272
___	___	Resurrection [Healing]	Co	VSMD	10 min	Touch	Instantaneous	–	Y	Fully restores dead subjects	PHB272
___	___	Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As *scrying*, but faster and longer	PHB275
___	___	Summon Monster VII	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 7th, 1d3 6th or 1d4+1 5th)	PHB287
___	___	Symbol of Stunning [Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune stuns nearby creatures	PHB291
___	___	Symbol of Weakness	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune weakens nearby creatures	PHB291
___	___	Word of Chaos [Sonic, Chaotic]	Ev	V	1 act	40 ft	Instantaneous	–/Will n.	Y	Kill/*confuse*/stun/deafen nonchaotic subjects	PHB303
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Cleric Spells

8th-Level Spells

Spells: ___ + ___ = ____   Cast: □□□□□□□□□□   Save DC: ____   Max. known: ____ □□□□□

Kn. Prep. Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___ ___	Antimagic Field	Ab	VSD	1 act	10 ft	10 min/lev	–	Sp.	Negates magic within 10 ft	PHB200
___ ___	Cloak of Chaos *[Chaotic]*	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. lawful spells	PHB210
___ ___	Create Greater Undead *[Evil]*	Ne	VSM	1 hour	Close	Instantaneous	–	N	Create shadows, wraiths, spectres, devourers	PHB215
___ ___	Cure Critical Wounds, Mass *[Healing]*	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 4d8 damage +1/lev for many creatures	PHB215
___ ___	Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	–	Y	Blocks teleportation and planar travel	PHB221
___ ___	Discern Location	Di	VSD	10 min	Unlimit.	Instantaneous	–	N	Reveals exact location of creature or object	PHB222
___ ___	Earthquake *[Earth]*	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremors shake 5 ft/level radius	PHB225
___ ___	Fire Storm *[Fire]*	Ev	VS	1 round	Medium	Instantaneous	Ref ½	Y	Deals 1d6 fire damage/level	PHB231
___ ___	Holy Aura *[Good]*	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. evil spells	PHB241
___ ___	Inflict Critical Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will ½	Y	Deals 4d8 damage +1/lev to many creatures	PHB244
___ ___	Planar Ally, Greater	Co	VSDX	10 min	Close	Instantaneous	–	N	Exchange services with 18 HD extraplanar	PHB261
___ ___	Shield of Law *[Lawful]*	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resist. and SR 25 vs. chaotic spells	PHB278
___ ___	Spell Immunity, Greater	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	As *spell immunity*, up to 8th lev	PHB282
___ ___	Summon Monster VIII	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 8th, 1d3 7th or 1d4+1 6th)	PHB287
___ ___	Symbol of Death *[Death]*	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune slays nearby creatures	PHB289
___ ___	Symbol of Insanity *[Mind-Affecting]*	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune renders nearby creat. insane	PHB290
___ ___	Unholy Aura *[Evil]*	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. good spells	PHB297
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9th-Level Spells

Spells: ___ + ___ = ____   Cast: □□□□□□□□□□   Save DC: ____   Max. known: ____ □□□□

Kn. Prep. Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___ ___	Astral Projection	Ne	VSM	30 min	Touch	Special	–	Y	Projects you and companion to Astral Plane	PHB201
___ ___	Bestow Ancient Curse	Tr	VDX	1 round	Medium	Permanent	Will n.	Y	Invokes a curse through generations	RPHB117
___ ___	Energy Drain	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Subject gains 2d4 negative levels	PHB226
___ ___	Etherealness	Tr	VS	1 act	Touch	1 min/lev (D)	–	Y	Travel to Ethereal Plane with companions	PHB228
___ ___	Gate	Co	VSX	1 act	Medium	Special	–	N	Connects two planes for travel or summon	PHB234
___ ___	Heal, Mass *[Healing]*	Di	VS	1 act	Close	Instantaneous	Will n.	Y	As *heal*, but with several subjects	PHB239
___ ___	Implosion	Ev	VS	1 act	Close	Up to 4 rounds	For n.	Y	Kills one creature/round	PHB243
___ ___	Miracle	Ev	VSX	1 act	Special	Special	Special	Y	Request a deity's intercession	PHB254
___ ___	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent *resurrection*	PHB281
___ ___	Storm of Vengeance	Co	VS	1 round	Long	Up to 10 r. (D)	Special	Y	Storm rains acid, lightning, and hail	PHB285
___ ___	Summon Monster IX	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 9th, 1d3 8th or 1d4+1 7th)	PHB288
___ ___	Tomb Ward	Ab	VSD	1 day	Touch	Permanent	–	N	Protects a tomb from efilers	RPHB119
___ ___	True Resurrection *[Healing]*	Co	VSMD	10 min	Touch	Instantaneous	–	Y	Fully restores dead subject, without remains	PHB296
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Druid Powers

Wild Empathy: ___ Lev ___ + ___ CHA ___ + _____ = _____

Power	
Animal Companion:	☑
Nature Sense:	☑
Woodland Stride:	☐
Trackless Step:	☐
Resist Nature's Lure:	☐
Venom Immunity:	☐
A Thousand Faces:	☐
Timeless Body:	☐

Wild Shape

Form		
Animal	☐	_____ times/day
Plant	☐	_____ times/day
Tiny	☐	
Small	☐	
Medium	☐	
Large	☐	
Huge	☐	

Form		
Elemental	☐	_____ times/day
Small	☐	
Medium	☐	
Large	☐	
Huge	☐	

Druid Spells

0-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Create Water *[Water]*	Co	VS	1 act	Close	Instantaneous	–	N	Creates 2 gallons/lev of pure water	PHB215
		Cure Minor Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1 point of damage	PHB216
		Detect Magic	Di	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft	PHB219
		Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poison in one creature or object	PHB219
		Flare *[Light]*	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attacks)	PHB232
		Guidance	Di	VS	1 act	Touch	1 min	Will n.	Y	+1 on one attack roll, check or save	PHB238
		Know Direction	Di	VS	1 act	Personal	Instantaneous	–	N	You discern north	PHB246
		Light *[Light]*	Ev	VD	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch	PHB248
		Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object	PHB253
		Purify Food and Drink	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cubic ft/level of food or water	PHB267
		Read Magic	Di	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks	PHB269
		Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Subject gains +1 bonus on saving throws	PHB272
		Virtue	Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hp	PHB298

1st-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Calm Animals *[Mind-Affecting]*	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 +1/level HD of animals	PHB207
		Charm Animal *[Mind-Affecting]*	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one animal your friend	PHB208
		Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 damage +1/level (max +5)	PHB215
		Detect Animals or Plants	Di	VS	1 act	Long	10 min/lev (D)	–	N	Detects kinds of animals or plants	PHB218
		Detect Snares and Pits	Di	VS	1 act	60 ft	10 min/lev (D)	–	N	Reveals natural or primitive traps	PHB220
		Endure Elements	Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
		Entangle	Tr	VSD	1 act	Long	1 min/lev (D)	Ref part.	N	Plants entangle everyone in 40-ft radius	PHB227
		Faerie Fire *[Light]*	Ev	VSD	1 act	Long	1 min/lev (D)	–	Y	Outlines subjects with light	PHB229
		Goodberry	Tr	VSD	1 act	Touch	1 day/lev	–	Y	2d4 berries cure 1 hp each (max 8 hp/24 hrs)	PHB237
		Hide from Animals	Ab	SD	1 act	Touch	10 min/lev (D)	Will n.	Y	Animals can't preceive 1 subject/lev	PHB241
		Insatiable Thirst *[Mind-Affecting]*	En	VS	1 act	Close	1 round/lev	Will n.	Y	Victim does anything to consume liquid	VRA29
		Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
		Longstrider	Tr	VSM	1 act	Personal	1 hour/lev (D)	–	N	Your speed increases by 10 ft	PHB249
		Magic Fang	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage	PHB250
		Magic Stone	Tr	VSD	1 act	Touch	30 min	Will n.	Y	3 stones are +1 to attack and deal 1d6+1 damage	PHB251
		Obscuring Mist	Co	VS	1 act	20 ft	1 min/lev	–	N	Fog surrounds you	PHB258
		Pass without Trace	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	One subject/level leaves no tracks	PHB259
		Produce Flame *[Fire]*	Ev	VS	1 act	0 ft	1 min/lev (D)	–	Y	1d6 damage +1/lev, touch or thrown	PHB265
		Ray of Fatigue	Ne	VS	1 act	Close	1 round/lev	For n.	Y	Victim is fatigued	VRA31
		Rheumatism	Tr	VSD	1 act	Medium	2 round/lev	For n.	Y	Ray fuses bones into arthritic mounds	VRA32
		Shillelagh	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Cudgel becomes +1 weapon for 1d10 damage	PHB278
		Speak with Animals	Di	VS	1 act	Personal	1 min/lev	–	N	You can communicate with animals	PHB281
		Summon Nature's Ally I	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animal to fight for you (1 1st-level)	PHB288

Druid Spells

2nd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Anesthesia *[Mind-Affecting]*	En	VSM	1 act	Medium	5 min/lev	Will n.	Y	Subject is immune to pain	VRA33
		Animal Messenger *[Mind-Affecting]*	En	VSM	1 act	Close	1 day/lev	–	Y	Sends a Tiny animal to a specific place	PHB198
		Animal Trance *[Mind-Affecting, Sonic]*	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals	PHB198
		Barkskin	Tr	VSD	1 act	Touch	10 min/lev	–	Y	Grants +2 or higher natural armor bonus	PHB203
		Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Con for 1 min/lev	PHB203
		Bull's Strength	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Str for 1 min/lev	PHB207
		Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Dex for 1 min/lev	PHB208
		Chill Metal *[Cold]*	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Cold metal damages those who touch it	PHB209
		Delay Poison	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
		Fire Trap *[Fire]*	Ab	VSM	10 min	Touch	Until discharg.	Ref ½	Y	Opened object deals 1d4 +1/level of damage	PHB231
		Flame Blade *[Fire]*	Ev	VSD	1 act	0 ft	1 min/lev (D)	–	Y	Touch attack deals 1d8 +1/2 levels of damage	PHB231
		Flaming Sphere *[Fire]*	Ev	VSD	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire deals 2d6 damage	PHB232
		Fog Cloud	Co	VS	1 act	Medium	10 min/lev	–	N	Fog obscures vision	PHB232
		Gust of Wind *[Air]*	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB238
		Heat Metal *[Fire]*	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Hot metal damages those who touch it	PHB239
		Hold Animal *[Mind-Affecting]*	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/level	PHB241
		Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
		Reduce Animal	Tr	VS	1 act	Touch	1 hour/lev (D)	–	N	Shrinks one willing animal	PHB269
		Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
		Restoration, Lesser	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PHB272
		Soften Earth and Stone *[Earth]*	Tr	VSD	1 act	Close	Instantaneous	–	N	Turns stone to clay or dirt to sand or mud	PHB280
		Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	Y	Grants ability to walk on walls and ceilings	PHB283
		Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight (1 2nd or 1d3 1st level)	PHB288
		Summon Swarm	Co	VSD	1 round	Close	Conc. +2 rds	–	N	Summon swarm of bats, rats, or spiders	PHB289
		Tree Shape	Tr	VSD	1 act	Personal	1 hour/lev (D)	–	N	You look exactly like a tree for 1 hr/lev	PHB296
		Warp Wood	Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Bends wood	PHB300
		Wood Shape	Tr	VSD	1 act	Touch	Instantaneous	Will n.	Y	Rearrange wooden objects to suit you	PHB303

3rd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Call Lightning *[Electricity]*	Ev	VS	1 round	Medium	1 min/lev	Ref ½	Y	Calls down lightning bolts (3d6 per bolt)	PHB207
		Contagion *[Evil]*	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB213
		Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8 damage +1/lev (max +10)	PHB216
		Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev (D)	–	N	60-ft radius of bright light	PHB216
		Diminish Plants	Tr	VSD	1 act	Special	Instantaneous	–	N	Reduces size or blights growth of plants	PHB221
		Dominate Animal *[Mind-Affecting]*	En	VS	1 round	Close	1 round/lev	Will n.	Y	Subject animal obeys silent mental commands	PHB224
		Magic Fang, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	Natural weap. +1 to hit/dmg per 4 lev (max +5)	PHB250
		Meld into Stone *[Earth]*	Tr	VSD	1 act	Personal	10 min/lev	–	N	You and your gear merge with stone	PHB252
		Neutralize Poison	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
		Plant Growth	Tr	VSD	1 act	Special	Instantaneous	–	N	Grows vegetation and improves crops	PHB262
		Poison	Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min	PHB262
		Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/level from one energy	PHB266
		Quench	Tr	VSD	1 act	Medium	Instantaneous	–/Will n.	Sp.	Extinguish nonmagical fires or 1 magic item	PHB267
		Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
		Sleet Storm *[Cold]*	Co	VSD	1 act	Long	1 round/lev	–	N	Hampers vision and movement	PHB280
		Snare	Tr	VSD	3 rds	Touch	Until triggered	–	N	Creates a magical booby trap	PHB280
		Speak with Plants	Di	VS	1 act	Personal	1 min/lev	–	N	Talk to normal plants and plant creatures	PHB282
		Spike Growth	Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref part.	Y	Creatures take 1d4 damage and may be *slowed*	PHB283
		Stone Shape *[Earth]*	Tr	VSD	1 act	Touch	Instantaneous	–	N	Sculpts stone into any shape	PHB284
		Summon Nature's Ally III	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight (1 3rd/1d3 2nd/1d4+1 1st)	PHB288
		Water Breathing	Tr	VSD	1 act	Touch	2 hours/lev	Will n.	Y	Subject can breathe underwater	PHB300
		Wind Wall *[Air]*	Ev	VSD	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures, gases	PHB302

Druid Spells

4th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
		Air Walk *[Air]*	Tr	VSD	1 act	Touch	10 min/lev	–	Y	Subject treads on air as if solid (45-deg. climb) PHB196
		Antiplant Shell	Ab	VSD	1 act	10 ft	10 min/lev (D)	–	Y	Keeps animated plants at bay PHB200
		Blight	Ne	VSD	1 act	Touch	Instantaneous	For ½	Y	Deals 1d6/lev to plant creature, or withers PHB206
		Command Plants	Tr	V	1 act	Close	1 day/lev	Will n.	Y	Sways the actions of one or more plant creat. PHB211
		Control Water *[Water]*	Tr	VSD	1 act	Long	10 min/lev (D)	–	N	Raises or lowers bodies of water PHB214
		Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8 damage +1/lev (max +15) PHB216
		Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels spells and magical effects PHB223
		Flame Strike *[Fire]*	Ev	VSD	1 act	Medium	Instantaneous	Ref ½	Y	Smites foes with fire (1d6/level) PHB231
		Freedom of Movement	Ab	VSMD	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments PHB233
		Giant Vermin	Tr	VSD	1 act	Close	1 min/lev	–	Y	Turns insects into giant vermin PHB235
		Ice Storm *[Cold]*	Ev	VSD	1 act	Long	1 round	–	Y	Hail deals 5d6 damage in cylinder 40 ft across PHB243
		Induce Lycanthropy	Tr	VSM	1 act	Touch	1 hour/3 lev	For n.	Y	Forces a target lycanthrope to transform VRA24
		Reincarnate	Tr	VSMD	10 min	Touch	Instantaneous	–	Y	Brings dead subject back in a random body PHB270
		Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev (D)	–/Will n.	Y	Insects and vermin stay 10 ft away PHB271
		Rusting Grasp	Tr	VSD	1 act	Touch	Special	–	N	Your touch corrodes iron and alloys PHB273
		Scrying	Di	VSFD	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance PHB274
		Spike Stones *[Earth]*	Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref part.	Y	Creatures take 1d8 damage and may be *slowed* PHB285
		Summon Nature's Ally IV	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (1 4th/1d3 3rd/1d4+1 2nd) PHB288
		Suppress Lycanthropy	Tr	VSM	1 act	Touch	1 hour/3 lev	For n.	Y	Forces a target lycanthrope to transform VRA37

5th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
		Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 levels doubles in size PHB198
		Atonement	Ab	VSMFDX	1 hour	Touch	Instantaneous	–	Y	Removes burden of misdeeds from subject PHB201
		Awaken	Tr	VSFX	1 day	Touch	Instantaneous	Will n.	Y	Animal or tree gains human intellect PHB202
		Baleful Polymorph	Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal PHB202
		Call Lightning Storm *[Electricity]*	EV	VS	1 round	Long	1 min/lev	Ref ½	Y	Calls down lightning bolts (5d6 per bolt) PHB207
		Commune with Nature	Di	VS	10 min	Personal	Instantaneous	–	N	Learn about terrain for 1 mile/level PHB211
		Control Winds *[Air]*	Tr	VS	1 act	40 ft/lev	10 min/lev	For n.	N	Change wind direction and speed PHB214
		Cure Critical Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 damage +1/lev (max +20) PHB215
		Dark Sentinels *[Mind-Affecting]*	Di	VF	1 min	Special	Special (D)	Special	N	Flock of birds seeks out nearest undead VRA23
		Death Ward	Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects PHB217
		Hallow *[Good]*	Ev	VSMD	1 day	Touch	Indefinite	Special	Sp.	Designates location as holy PHB238
		Insect Plague	Co	VSD	1 round	Long	1 min/lev	–	N	Locust swarms attack creatures PHB244
		Stoneskin	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack PHB284
		Summon Nature's Ally V	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (1 5th/1d3 4th/1d4+1 3rd) PHB289
		Transmute Mud to Rock *[Earth]*	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level PHB295
		Transmute Rock to Mud *[Earth]*	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level PHB295
		Tree Stride	Co	VSD	1 act	Personal	1 hour/lev	–	N	Step from one tree to another far away PHB296
		Unhallow *[Evil]*	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as unholy PHB297
		Wall of Fire *[Fire]*	Ev	VSD	1 act	Medium	Conc. +1 r/lev	–	Y	Deals 2d4 or 1d4. Passing is 2d6 +1/lev PHB298
		Wall of Thorns	Co	VS	1 act	Medium	10 min/lev (D)	–	N	Thorns damage who tries to pass PHB300

6th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
		Antilife Shell	Ab	VSD	1 round	10 ft	10 min/lev (D)	–	Y	10-ft field hedges out living creatures PHB199
		Bear's Endurance, Mass	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Con PHB203
		Bull's Strength, Mass	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Str PHB207
		Cat's Grace, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Dex PHB208
		Cure Light Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 1d8 damage +1/lev for many creatures PHB216
		Dispel Magic, Greater	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magic effects, +20 on check PHB223
		Find the Path	Di	VSF	3 rds	Touch	10 min/lev	–/Will n.	Sp.	Shows most direct way to a location PHB230
		Fire Seeds *[Fire]*	Co	VSM	1 act	Touch	10 min/lev	–/Ref ½	N	Acorns and berries become grenades PHB230
		Ironwood	Tr	VSM	1min/lb	0 ft	1 day/lev (D)	–	N	Magic wood is strong as steel PHB246
		Liveoak	Tr	VS	10 min	Touch	1 day/lev (D)	–	N	Oak becomes treant guardian PHB248
		Move Earth *[Earth]*	Tr	VSM	Special	Long	Instantaneous	–	N	Digs trenches and builds hills PHB257
		Owl's Wisdom, Mass	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Wis PHB259
		Repel Wood	Tr	VS	1 act	60 ft	1 min/lev (D)	–	N	Pushes away wooden objects PHB271
		Spellstaff	Tr	VSF	10 min	Touch	Until discharg.	Will n.	Y	Stores one spell in wooden quarterstaff PHB282
		Stone Tell	Di	VSD	10 min	Personal	1 min/lev	–	N	Talk to natural or worked stone PHB284
		Summon Nature's Ally VI	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (1 6th/1d3 5th/1d4+1 4th) PHB289
		Transport via Plants	Co	VS	1 act	Unlimit.	1 round	–	N	Move from one plant to another PHB295
		Wall of Stone *[Earth]*	Co	VSD	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped PHB299

Druid Spells

7th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Animate Plants	Tr	V	1 act	Close	Special	–	N	One or more plants animate and fight	PHB199
		Changestaff	Tr	VSF	1 round	Touch	1 hour/lev (D)	–	N	Your staff becomes a treant on command	PHB208
		Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	–	N	Changes weather in local area	PHB214
		Creeping Doom	Co	VS	1 round	Close	1 min/lev	–	N	Swarms of centipedes attack at your command	PHB215
		Cure Moderate Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 2d8 damage +1/lev for many creatures	PHB216
		Fire Storm [Fire]	Ev	VS	1 round	Medium	Instantaneous	Ref ½	Y	Deals 1d6 fire damage/level	PHB231
		Heal	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	Cures 10 damage/lev, disease and conditions	PHB239
		Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As *scrying*, but faster and longer	PHB275
		Summon Nature's Ally VII	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (17th/1d3 6th/1d4+1 5th)	PHB289
		Sunbeam [Light]	Ev	VSD	1 act	60 ft	1 round/lev	Special	Y	Beam blinds and deals 4d6 damage	PHB289
		Transmute Metal to Wood	Tr	VSD	1 act	Long	Instantaneous	–	Y	Metal within 40 ft becomes wood	PHB294
		True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PHB296
		Upsurge	Tr	VSM	10 min	Unlimit.	1 hour/lev	For part.	Y	Supernatural creat. is overloaded with energy	VRA33
		Wind Walk [Air]	Tr	VSD	1 act	Touch	1 hour/lev (D)	–/Will n.	Sp.	You and allies turn vaporous and travel fast	PHB302

8th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Animal Shapes	Tr	VSD	1 act	Close	1 hour/lev (D)	–	Y	One ally/lev *polymorphs* into chosen animal	PHB198
		Control Plants	Tr	VSD	1 act	Close	1 min/lev	Will n.	N	Control actions of one or more plant creat.	PHB213
		Cure Serious Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 3d8 damage +1/lev for many creatures	PHB216
		Earthquake [Earth]	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremor shakes 5-ft/lev radius	PHB225
		Finger of Death [Death]	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject	PHB230
		Repel Metal or Stone [Earth]	Ab	VS	1 act	60 ft	1 round/lev (D)	–	N	Pushes away metal and stone	PHB271
		Reverse Gravity	Tr	VSD	1 act	Medium	1 round/lev (D)	–	N	Objects and creatures fall upward	PHB273
		Summon Nature's Ally VIII	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (18th/1d3 7th/1d4+1 6th)	PHB289
		Sunburst [Light]	Ev	VSD	1 act	Long	Instantaneous	Ref part.	Y	Blinds all in 10 ft, deals 6d6 damage	PHB289
		Whirlwind [Air]	Ev	VSD	1 act	Long	1 round/lev (D)	Ref n.	Y	Cyclone deals damage and picks up creatures	PHB301
		Word of Recall	Co	V	1 act	Unlimit.	Instantaneous	–/Will n.	Sp.	Teleports you back to designated place	PHB303

9th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Antipathy [Mind-Affecting]	En	VSD	1 hour	Close	2 hours/lev (D)	Will part.	Y	Object or location repels certain creatures	PHB200
		Cure Critical Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 4d8 damage +1/lev for many creatures	PHB215
		Elemental Swarm	Co	VS	10 min	Medium	10 min/lev (D)	–	N	Summons multiple elementals	PHB226
		Foresight	Di	VSD	1 act	Touch	10 min/lev	–/Will n.	Sp.	"Sixth sense" warns of impending danger	PHB233
		Regenerate	Co	VSD	3 rds	Touch	Instantaneous	For n.	Y	Limbs grow back, cures 4d8 damage +1/lev	PHB270
		Shambler	Co	VS	1 act	Medium	Special	–	N	Summons 1d4+2 shambling mounds to fight	PHB277
		Shapechange	Tr	VSF	1 act	Personal	10 min/lev (D)	–	N	Change into any creature, change once/round	PHB277
		Storm of Vengeance	Co	VS	1 round	Long	Concentration	Special	Y	Storm rains acid, lightning, and hail	PHB285
		Summon Nature's Ally IX	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (19th/1d3 8th/1d4+17th)	PHB289
		Sympathy [Mind-Affecting]	En	VSM	1 hour	Close	2 hours/lev (D)	Will n.	Y	Object or location attracts certain creatures	PHB292

Paladin Powers

Casting Level: Lev/2

Aura of Good:	☑	Lay on Hands:	_____	hp/day
Detect Evil:	☑	Smite Evil:	_____	times/day
Divine Grace:	☐		+ CHA	to attack
Divine Health:	☐		+ Lev	to damage
Aura of Courage:	☐	Remove Disease:	_____	times/week
Special Mount:	☐			

Turn Undead

Turning Check: 1d20 + CHA

Times per Day: 3 + CHA + ___ = _____

Turning Damage: 2d6 + CHA + Lev-3 = _____

Check Result	Max HD Affected
0 or lower	Level -7
1-3	Level -6
4-6	Level -5
7-9	Level -4
10-12	Level -3
13-15	Level -2
16-18	Level -1
19-21	Level
22+	Level +1

Paladin Spells

1st-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Bless [Mind-Affecting]	En	VSD	1 act	50 ft	1 min/lev	–	Y	Allies gain +1 to attacks and saves vs. fear	PHB205
		Bless Water [Good]	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water	PHB205
		Bless Weapon	Tr	VS	1 act	Touch	1 min/lev	–	N	Weapon strikes true against evil foes	PHB205
		Create Water [Water]	Co	VS	1 act	Close	Instantaneous	–	N	Creates 2 gallons of pure water per level	PHB215
		Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 damage +1/level (max +5)	PHB215
		Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poison in one creature or object	PHB219
		Detect Undead	Di	VSD	1 act	60 ft	1 min/lev (D)	–	N	Reveals undead within 60 ft	PHB220
		Divine Favor	Ev	VSD	1 act	Personal	1 min	–	N	You gain +1 to hit and damage per 3 levels	PHB224
		Endure Elements	Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
		Epiphany [Good, Mind-Affecting]	En	VSM	1 act	Close	10 min	Will n.	Y	Recipient gets +4 vs. Horror Checks	VRA34
		Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
		Protection from Chaos [Lawful]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. chaos; no mind control	PHB266
		Protection from Evil [Good]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. evil; no mind control	PHB266
		Read Magic	Di	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks	PHB269
		Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB272
		Restoration, Lesser	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PHB272
		Virtue	Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hp	PHB298

2nd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Anesthesia [Mind-Affecting]	En	VSM	1 act	Medium	5 min/lev	Will n.	Y	Subject is immune to pain	VRA33
		Bull's Strength	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB207
		Delay Poison	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
		Eagle's Splendor	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225
		Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
		Protection from Curses	Ab	VSM	1 min	Touch	1 day/lev	Will n.	N	Target has +4 to ST against curses	VRA36
		Reflect Pain [Mind-Affecting]	En	VSM	1 act	Touch	1 round/lev	Will n.	Y	Reflects back the pain	VRA36
		Remove Paralysis	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/*slow*	PHB271
		Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
		Shield Other	Ab	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of subject's damage	PHB278
		Undetectable Alignment	Ab	VS	1 act	Close	24 hours	Will n.	Y	Conceals alignment for 24 hrs	PHB297
		Zone of Truth [Mind-Affecting]	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie	PHB303

3rd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Awaken Guilt [Mind-Affecting]	En	VSM	1 act	Touch	Special	Will n.	Y	Target falls into Mental Shock for 1d6 min	VRA26
		Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8 damage +1/lev (max +10)	PHB216
		Daylight [Light]	Ev	VS	1 act	Touch	10 min/lev (D)	–	N	60-ft radius of bright light	PHB216
		Discern Lies	Di	VSD	1 act	Close	Up to 1 rd/lev	Will n.	N	Reveals deliberate falsehoods	PHB221
		Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels spells and magical effects	PHB223
		Heal Mount	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	As *heal* on warhorse or special mount	PHB239
		Magic Circle against Chaos [Lawful]	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius	PHB249
		Magic Circle against Evil [Good]	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius	PHB249
		Magic Weapon, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	+1 bonus/4 levels (max +5)	PHB251
		Prayer [Mind-Affecting]	En	VSD	1 act	40 ft	1 round/lev	–	Y	Allies gain +1 on most rolls, enemies -1	PHB264
		Remove Blindness/Deafness	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions	PHB270
		Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB270
		Shackle [Force]	Ev	VSD	1 act	Close	1 min/lev (D)	–	Y	Ray paralyzes target	VRA32

Paladin Spells

4th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from enchantments	PHB207
		Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8 damage +1/lev (max +15)	PHB216
		Death Ward	Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PHB217
		Dispel Chaos *[Lawful]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus against attacks by chaotic creatures	PHB222
		Dispel Evil *[Good]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus against attacks by evil creatures	PHB222
		Feast of Oblivion	Ab	VSM	10 min	Personal	1 month/lev	Special	N	Infuses the caster with light and goodness	VRA34
		Holy Sword *[Good]*	Ev	VS	1 act	Touch	1 round/lev	–	N	Weapon becomes +5, +2d6 damage vs. evil	PHB242
		Mark of Justice	Ne	VSD	10 min	Touch	Permanent	–	Y	Action will trigger *curse* on subject	PHB252
		Neutralize Poison	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
		Restoration	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability scores drain	PHB272
		Shoulder Burden	Co	VSD	1 min	Touch	Special	Will n.	Y	Transfers a curse from target to caster	VRA37

Ranger Powers

Casting Level: Lev/2____

Wild Empathy: Lev + CHA + ____ = ____

Combat Style: ☐ Archery
☐ Two-Weapon Combat

Track: ☑
Endurance: ☐
Animal Companion: ☐
Woodland Stride: ☐
Swift Tracker: ☐
Evasion: ☐
Camouflage: ☐
Hide in Plain Sight: ☐

Favored Enemies

______________________ Bonus: +_____
______________________ Bonus: +_____
______________________ Bonus: +_____
______________________ Bonus: +_____
______________________ Bonus: +_____

Bonus to Bluff, Listem, Sense Motive, Spot, Survival and damage rolls

Ranger Spells

1st-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Alarm	Ab	VSD	1 act	Close	2 hrs/lev (D)	–	N	Wards an area for 2 hrs/lev	PHB197
		Animal Messenger *[Mind-Affecting]*	En	VSM	1 act	Close	1 day/lev	–	Y	Sends a Tiny animal to a specific place	PHB198
		Calm Animals *[Mind-Affecting]*	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 HD + 1 HD/lev of animals	PHB207
		Charm Animal *[Mind-Affecting]*	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one animal your friend	PHB208
		Delay Poison	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
		Detect Animals or Plants	Di	VS	1 act	Long	10 min/lev (D)	–	N	Detects kinds of animals or plants	PHB218
		Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poison in one creature or object	PHB219
		Detect Snares and Pits	Di	VS	1 act	60 ft	10 min/lev (D)	–	N	Reveals natural or primitive traps	PHB220
		Endure Elements	Ab	VS	1 act	Touch	24 hours	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
		Entangle	Tr	VSD	1 act	Long	1 min/lev (D)	Ref part.	N	Plants entangle everyone in 40-ft rad. circle	PHB227
		Hide from Animals	Ab	SD	1 act	Touch	10 min/lev (D)	Will n.	Y	Animals can't perceive one subject/lev	PHB241
		Identify Spoor	Di	VSF	1 act	Touch	1 hour/lev	–	N	The caster becomes attuned to a creature	VRA25
		Insatiable Thirst *[Mind-Affecting]*	En	VS	1 act	Close	1 round/lev	Will n.	Y	Victim does anything to consume liquid	VRA29
		Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
		Longstrider	Tr	VSM	1 act	Personal	1 hour/lev (D)	–	N	Increases your speed	PHB249
		Magic Fang	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage	PHB250
		Pass without Trace	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	One subject/level leaves no tracks	PHB259
		Read Magic	Di	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks	PHB269
		Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
		Speak with Animals	Di	VS	1 act	Personal	1 min/lev	–	N	You can communicate with animals	PHB281
		Summon Nature's Ally I	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 1st-level)	PHB288

2nd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Barkskin	Tr	VSD	1 act	Touch	10 min/lev	–	Y	Grants +2 or higher to natural armor	PHB205
		Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB203
		Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208
		Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
		Hold Animal *[Mind-Affecting]*	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/level	PHB241
		Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
		Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 dmg/lev from one kind of energy	PHB266
		Rheumatism	Tr	VSD	1 act	Medium	2 round/lev	For n.	Y	Ray fuses bones into arthritic mounds	VRA32
		Snare	Tr	VSD	3 rds	Touch	Until triggered	–	N	Creates a magical booby trap	PHB280
		Speak with Plants	Di	VS	1 act	Personal	1 min/lev	–	N	You can talk to plants and plant creatures	PHB282
		Spike Growth	Tr	VSD	1 act	Medium	1 hours/lev (D)	Ref part.	Y	Creatures in area take 1d4 damage, *slow*	PHB283
		Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight (1 2nd or 1d3 1st level)	PHB288
		Wind Wall *[Air]*	Ev	VSD	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures, and gases	PHB302

Ranger Spells

3rd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
___	___	Command Plants	Tr	V	1 act	Close	1 day/lev	Will n.	Y	Sway the actions of 1 or more plant creatures PHB211
___	___	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8 damage +1 per level (max +10) PHB216
___	___	Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	–	Y	See 60 ft in total darkness PHB216
___	___	Diminish Plants	Tr	VSD	1 act	Special	Instantaneous	–	N	Reduces size or blights growth of norm. plants PHB221
___	___	Magic Fang, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	1 nat. weap. +1 to hit/dmg per 4 lev (max +5) PHB250
___	___	Neutralize Poison	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject PHB257
___	___	Plant Growth	Tr	VSD	1 act	Special	Instantaneous	–	N	Grows vegetation and improves crops PHB262
___	___	Reduce Animal	Tr	VS	1 act	Touch	1 hour/lev (D)	–	N	Shrinks one willing animal PHB269
___	___	Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject PHB271
___	___	Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev (D)	–/Will n.	Y	Insects and vermin stay 10 ft away PHB271
___	___	Summon Nature's Ally III	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight (1 3rd/1d3 2nd/1d4+1 1st) PHB288
___	___	Tree Shape	Tr	VSD	1 act	Personal	1 hour/lev (D)	–	N	You look exactly like a tree for 1 hr/lev PHB296
___	___	Water Walk *[Water]*	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid PHB300

4th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
___	___	Anesthesia *[Mind-Affecting]*	En	VSM	1 act	Medium	5 min/lev	Will n.	Y	Subject is immune to pain VRA33
___	___	Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 lev doubles in size PHB198
___	___	Commune with Nature	Di	VS	10 min	Personal	Instantaneous	–	N	Learn about terrain for 1 mile/lev PHB211
___	___	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8 damage +1/lev (max +15) PHB216
___	___	Freedom of Movement	Ab	VSMD	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments PHB233
___	___	Induce Lycanthropy	Tr	VSM	1 act	Touch	1 hour/3 lev	For n.	Y	Forces a target lycanthrope to transform VRA24
___	___	Nondetection	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from divination and scrying PHB257
___	___	Summon Nature's Ally IV	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (1 4th/1d3 3rd/1d4+1 2nd) PHB288
___	___	Suppress Lycanthropy	Tr	VSM	1 act	Touch	1 hour/3 lev	For n.	Y	Forces a target lycanthrope to transform VRA37
___	___	Tree Stride	Tr	VSD	1 act	Personal	1 hour/lev	–	N	Step from one tree to another far away PHB296

Wizard Schools of Magic

Access to Schools: ☐Abjuration ☐Conjuration ☑Divination ☐Enchantment ☐Evocation ☐Illusion ☐Necromancy ☐Transmutation ☑Universal

Specialization School: ____________________

Sorcerer/Wizard Spells

0-Level Spells Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐			Acid Splash *[Acid]*	Co	VS	1 act	Close	Instantaneous	–	N	Orb deals 1d3 acid damage	PHB196
☐			Arcane Mark	Un	VS	1 act	0 ft	Permanent	–	N	Inscribe a personal rune (visible or invisible)	PHB201
☐			Dancing Lights *[Light]*	Ev	VS	1 act	Medium	1 min (D)	–	N	Creates torches or other lights	PHB216
☐			Daze *[Mind-Affecting]*	En	VSM	1 act	Close	1 round	Will n.	Y	Humanoid creat. up to 4 HD loses next action	PHB217
☐			Detect Magic	Di	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft	PHB219
☐			Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poison in one creature or small object	PHB219
☐			Disrupt Undead	Ne	VS	1 act	Close	Instantaneous	–	Y	Deals 1d6 damage to one undead	PHB223
☐			Flare *[Light]*	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attack rolls)	PHB232
☐			Ghost Sound	Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Figments sound	PHB235
☐			Light *[Light]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch	PHB248
☐			Mage Hand	Tr	VS	1 act	Close	Concentration	–	N	5-pound telekinesis	PHB249
☐			Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object	PHB253
☐			Message *[Language-Dependent]*	Tr	VSF	1 act	Medium	10 min/lev	–	N	Whispered conversation at distance	PHB253
☐			Open/Close	Tr	VSF	1 act	Close	Instantaneous	Will n.	Y	Opens or closes small or light things	PHB258
☐			Prestidigitation	Un	VS	1 act	10 ft	1 hour	Special	N	Performs minor tricks	PHB264
☐			Ray of Frost *[Cold]*	Ev	VS	1 act	Close	Instantaneous	–	Y	Ray deals 1d3 cold damage	PHB269
☐			Read Magic	Di	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks	PHB269
☐			Resistance	Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB272
☐			Touch of Fatigue	Ne	VSM	1 act	Touch	1 round/lev	For n.	Y	Touch attack fatigues target	PHB294
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Sorcerer/Wizard Spells

1st-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐			Alarm	Ab	VSF	1 act	Close	2 hours/lev (D)	–	N	Wards an area, for 2 hours/lev	PHB197
☐			Animate Rope	Tr	VS	1 act	Medium	1 round/lev	–	N	Makes a rope move at your command	PHB199
☐			Burning Hands *[Fire]*	Ev	VS	1 act	15 ft	Instantaneous	Ref ½	Y	1d4 fire damage/lev (max 5d4)	PHB207
☐			Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	Special	Will part.	Y	One creat. with less than 6 HD flees	PHB208
☐			Charm Person *[Mind-Affecting]*	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one person your friend	PHB209
☐			Chill Touch	Ne	VS	1 act	Touch	Instantaneous	Special	Y	1 touch/lev deals 1d6 damage and possibly 1 Str	PHB209
☐			Color Spray *[Mind-Affecting]*	Il	VSM	1 act	15 ft	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 creat.	PHB210
☐			Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	–	N	Understand all spoken and written languages	PHB212
☐			Detect Secret Doors	Di	VS	1 act	60 ft	1 min/lev (D)	–	N	Reveals hidden doors within 60 ft	PHB220
☐			Detect Undead	Di	VSM	1 act	60 ft	1 min/lev (D)	–	N	Reveaks undead within 60 ft	PHB220
☐			Disguise Self	Il	VS	1 act	Personal	10 min/lev (D)	–	N	Changes your appearance	PHB222
☐			Endure Elements	Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
☐			Enlarge Person	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature doubles in size	PHB226
☐			Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes	PHB227
☐			Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	Your speed increases by 30 ft	PHB228
☐			Feather Fall	Tr	V	Swift	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly	PHB229
☐			Grease	Co	VSM	1 act	Close	1 round/lev (D)	Special	N	Makes 10-ft square or 1 object slippery	PHB237
☐			Hold Portal	Ab	V	1 act	Medium	1 min/lev (D)	–	N	Holds door shut	PHB241
☐			Hypnotism *[Mind-Affecting]*	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PHB242
☐			Identify	Di	VSM	1 hour	Touch	Instantaneous	–	N	Determines properties of magic item	PHB243
☐			Insatiable Thirst *[Mind-Affecting]*	En	VS	1 act	Close	1 round/lev	Will n.	Y	Victim does anything to consume liquid	VRA29
☐			Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
☐			Mage Armor *[Force]*	Co	VSF	1 act	Touch	1 hour/lev (D)	Will n.	N	Gives subject +4 armor bonus	PHB249
☐			Magic Missile *[Force]*	Ev	VS	1 act	Medium	Instantaneous	–	Y	1d4+1 dmg missile, 1/2 lev. above 1st (max 5)	PHB251
☐			Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
☐			Mount	Co	VSM	1 round	Close	2 hours/lev	–	N	Summons riding horse for 2 hours/lev	PHB256
☐			Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev (D)	–	N	Alters object's magic aura	PHB257
☐			Obscuring Mist	Co	VS	1 act	20 ft	1 min/lev	–	N	Fog surrounds you	PHB258
☐			Protection from Chaos *[Lawful]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
☐			Protection from Evil *[Good]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
☐			Protection from Good *[Evil]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
☐			Protection from Law *[Chaotic]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
☐			Ray of Enfeeblement	Ne	VS	1 act	Close	2 min/lev	–	Y	Ray deals 1d6 +1/2 lev Str damage	PHB269
☐			Ray of Fatigue	Ne	VS	1 act	Close	1 round/lev	For n.	Y	Victim is fatigued	VRA31
☐			Reduce Person	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature halves in size	PHB269
☐			Shield *[Force]*	Ab	VS	1 act	Personal	1 min/lev (D)	–	N	Gives +4 AC, blocks *magic missiles*	PHB278
☐			Shocking Grasp *[Electricity]*	Ev	VS	1 act	Touch	Instantaneous	–	Y	Touch deals 1d6/lev electricity (max 5d6)	PHB279
☐			Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates minor illusion of your design	PHB279
☐			Sleep *[Mind-Affecting]*	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Put 4 HD of creatures into magical slumber	PHB280
☐			Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar creature to fight (1 1st-lev)	PHB285
☐			Tenser's Floating Disk *[Force]*	Ev	VSM	1 act	Close	1 hour/lev	–	N	3-ft diam. disk that holds 100 lbs/lev	PHB294
☐			True Strike	Di	VF	1 act	Personal	Special	–	N	+20 on your next attack roll	PHB296
☐			Unseen Servant	Co	VSM	1 act	Close	1 hour/lev	–	N	Invisible force obeys your commands	PHB297
☐			Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev	PHB298
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Sorcerer/Wizard Spells

2nd-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐			Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	–	N	Assume form of a similar creature	PHB197
☐			Arcane Lock	Ab	VSM	1 act	Touch	Permanent	–	N	Magically locks a portal or chest	PHB200
☐			Bear's Endurance	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB203
☐			Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PHB206
☐			Blur	Il	V	1 act	Touch	1 min/lev (D)	Will n.	Y	Attacks miss subject 20% of the time	PHB206
☐			Borrowed Time, Lesser	Ne	VM	3 days	Personal	Special	–	N	You return as a 2nd-rank ancient dead	RPHB118
☐			Bull's Strength	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB207
☐			Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208
☐			Command Undead	Ne	VSM	1 act	Close	1 day/lev	Will n.	Y	Undead creature obeys your commands	PHB211
☐			Continual Flame *[Light]*	Ev	VSM	1 act	Touch	Permanent	–	N	Makes a permanent, heatless torch	PHB213
☐			Darkness *[Darkness]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural shadow	PHB216
☐			Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	–	Y	See 60 ft in total darkness	PHB216
☐			Daze Monster *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round	Will n.	Y	Living creature up to 6 HD loses next action	PHB217
☐			Detect Thoughts *[Mind-Affecting]*	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PHB220
☐			Eagle's Splendor	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225
☐			False Life	Ne	VSM	1 act	Personal	1 hour/lev	–	Y	Subject gains 1d10+1/lev (max. +10) temp. hp	PHB229
☐			Flaming Sphere *[Fire]*	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 dmg, lasts 1 round/lev	PHB232
☐			Fog Cloud	Co	VS	1 act	Medium	10 min/lev	–	N	Fog obscures vision	PHB232
☐			Fox's Cunning	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev	PHB233
☐			Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench	PHB235
☐			Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures	PHB236
☐			Gust of Wind *[Air]*	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB238
☐			Hypnotic Pattern *[Mind-Affecting]*	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures	PHB242
☐			Insight	Di	VM	1 round	Personal	1 round/lev (D)	–	N	Gives +10 to Spot and Search checks	VRA24
☐			Invisibility	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject invisible for 1 min/lev or until attacks	PHB245
☐			Knock	Tr	V	1 act	Medium	Instantaneous	–	N	Opens locked or magically sealed doors	PHB246
☐			Leomund's Trap	Il	VSM	1 act	Touch	Permanent (D)	–	N	Makes item seem trapped	PHB247
☐			Levitate	Tr	VSF	1 act	Close	1 min/lev (D)	–	N	Subject moves up and down at your direction	PHB248
☐			Locate Object	Di	VSF	1 act	Long	1 min/lev	–	N	Senses direction towards object	PHB249
☐			Magic Mouth	Il	VSM	1 act	Close	Until discharg.	Will n.	Y	Speaks once when triggered	PHB251
☐			Melf's Acid Arrow *[Acid]*	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev	–	N	Ranged touch attack, 2d4 for 1 round +1/3 lev	PHB253
☐			Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion	PHB254
☐			Mirror Image	Il	VS	1 act	Personal	1 min/lev (D)	–	N	Creates 1d4+1/3 lev decoys of you (max 8)	PHB254
☐			Misdirection	Il	VS	1 act	Close	1 hour/lev	–/Will n.	N	Misleads divinations for a creature or object	PHB254
☐			Obscure Object	Ab	VSM	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying	PHB258
☐			Owl's Wisdom	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
☐			Protection from Arrows	Ab	VSF	1 act	Touch	1 hour/lev	Will n.	Y	Subject immune to most ranged attacks	PHB266
☐			Protection from Curses	Ab	VSM	1 min	Touch	1 day/lev	Will n.	N	Target has +4 to ST against curses	VRA36
☐			Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Sp.	Turns fire into blinding light or smoke	PHB267
☐			Resist Energy	Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
☐			Rheumatism	Tr	VSF	1 act	Medium	2 round/lev	For n.	Y	Ray fuses bones into arthritic mounds	VRA32
☐			Rope Trick	Tr	VSM	1 act	Touch	1 hour/lev (D)	–	N	Up to 8 creat. hide in extradimensional space	PHB273
☐			Scare *[Fear, Mind-Affecting]*	Ne	VSM	1 act	Medium	Special	Will part.	Y	Panics creatures of less than 6 HD	PHB274
☐			Scorching Ray *[Fire]*	Ev	VS	1 act	Close	Instantaneous	–	Y	Ray deals 4d6 damage, +1 ray/4 lev (max 3)	PHB274
☐			See Invisibility	Di	VSM	1 act	Personal	10 min/lev (D)	–	N	Reveals invisible creatures or objects	PHB275
☐			Shatter *[Sonic]*	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PHB278
☐			Siren Song *[Sonic, Mind-Affecting]*	En	V	1 act	90 ft.	Concentr. (D)	Will n.	Y	While the caster sings, no one will harm him	VRA37
☐			Spectral Hand	Ne	VS	1 act	Medium	2 min/lev (D)	–	N	Disembodied hand delivers touch attacks	PHB282
☐			Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	N	Grants ability to walk on walls and ceilings	PHB283
☐			Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar to fight (1 2nd or 1d3 1st)	PHB286
☐			Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	–	N	Summons swarm of bats, rats, or spiders	PHB289
☐			Tasha's Hideous Laughter *[Mind-Aff]*	En	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject loses actions for 1 round/lev	PHB292
☐			Touch of Idiocy *[Mind-Affecting]*	En	VS	1 act	Touch	10 min/lev	–	Y	Subject takes 1d6 points of Int, Wis, Cha	PHB294
☐			Wall of Gloom *[Fear, Darkness]*	Co	VSM	1 act	Medium	1 min/lev	Will part.	N	Gloomy barrier provides 50% concealment	VRA38
☐			Web	Co	VSM	1 act	Medium	10 min/lev (D)	Ref n.	N	Fills 20-ft radius with sticky spider webs	PHB301
☐			Whispering Wind *[Air]*	Tr	VS	1 act	1 mile/lv	1 hour/lev	–	N	Sends a short message up to 1 mile/lev	PHB301
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Sorcerer/Wizard Spells

3rd-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐			Allergen *[Fear, Mind-Affecting]*	Il	VSF	1 act	Close	1 round/lev (D)	Will n.	Y	Target believes the presence of allergen	VRA25
☐			Arcane Sight	Di	VS	1 act	Personal	1 min/lev (D)	–	N	Magical auras become visible to you	PHB201
☐			Augment Undead *[Evil]*	Ne	VSF	1 act	Medium	1 min/lev (D)	Will n.	Y	Target undead has +1 to ST and +3 to turn res.	VRA28
☐			Blink	Tr	VS	1 act	Personal	1 round/lev (D)	–	N	Randomly vanish and reappear for 1 round/lev	PHB206
☐			Clairaudience/Clairvoyance	Di	VSF	10 min	Long	1 min/lev (D)	–	N	Hear or see at a distance for 1 min/lev	PHB209
☐			Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev (D)	–	N	60-ft radius of bright light	PHB216
☐			Deep Slumber *[Mind-Affecting]*	En	VSM	1 round	Close	1 min/lev	Will n.	Y	Put 10 HD of creatures to sleep	PHB217
☐			Diminish Undead	Ne	VSF	1 act	Medium	1 min/2 lev	Will n.	Y	Target undead has -1 to ST and -3 to turn res.	VRA28
☐			Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects	PHB223
☐			Displacement	Il	VM	1 act	Touch	1 round/lev (D)	Will n.	Y	Attacks miss subject 50%	PHB223
☐			Explosive Runes *[Force]*	Ab	VS	1 act	Touch	Until disc. (D)	Special	Y	Deals 6d6 damage when read	PHB228
☐			Fireball *[Fire]*	Ev	VSM	1 act	Long	Instantaneous	Ref ½	Y	20-ft radius, 1d6 damage per level	PHB231
☐			Flame Arrow *[Fire]*	Tr	VSM	1 act	Close	10 min/lev	–	N	Up to 50 arrows deal +1d6 fire damage	PHB231
☐			Fly	Tr	VSF	1 act	Touch	1 min/lev	Will n.	Y	Subject flies at speed of 60 ft	PHB232
☐			Gaseous Form	Tr	SM	1 act	Touch	2 min/lev (D)	–	N	Subject is insubstantial and can fly slowly	PHB234
☐			Gentle Repose	Ne	VSM	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PHB235
☐			Halt Undead	Ne	VSM	1 act	Medium	1 round/lev	Will n.	Y	Immobilizes undead for 1 round/lev	PHB238
☐			Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	One creat./lev is faster, +1 to AC, Ref, attack	PHB239
☐			Heroism *[Mind-Affecting]*	En	VS	1 act	Touch	10 min/lev	Will n.	Y	Gives +2 bonus on attacks, saves, and skills	PHB240
☐			Hold Person *[Mind-Affecting]*	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/lev	PHB241
☐			Illusory Script *[Mind-Affecting]*	Il	VSM	1 min+	Touch	1 day/lev (D)	Will n.	Y	Only intended reader can decipher	PHB243
☐			Immerse Mind *[Mind-Affecting]*	Di	VS	1 act	Touch	1 round	Will n.	Y	Immerses caster's mind into target's	VRA24
☐			Invisibility Sphere	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Makes everyone within 10 ft invisible	PHB245
☐			Keen Edge	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a normal weapon's threat range	PHB246
☐			Leomund's Tiny Hut *[Force]*	Ev	VSM	1 act	20 ft	2 hours/lev (D)	–	N	Creates shelter for 10 creatures	PHB247
☐			Lightning Bolt *[Electricity]*	Ev	VSM	1 act	120 ft	Instantaneous	Ref ½	Y	Electricity deals 1d6/level	PHB248
☐			Magic Circle against Chaos *[Lawful]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB249
☐			Magic Circle against Evil *[Good]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB249
☐			Magic Circle against Good *[Evil]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB250
☐			Magic Circle against Law *[Chaotic]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB250
☐			Magic Weapon, Greater	Tr	VSM	1 act	Close	1 hour/lev	Will n.	Y	+1/4 levels (max +5)	PHB251
☐			Major Image	Il	VSF	1 act	Long	Conc.+3 rds.	Will dis.	N	Creates visual,sound, smell, thermal illusion	PHB252
☐			Nondetection	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from divination and scrying	PHB257
☐			Phantom Steed	Co	VS	10 min	0 ft	1 hour/lev (D)	–	N	Magic horse appears for 1 hr/lev	PHB260
☐			Protection from Energy	Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/lev from one energy	PHB266
☐			Rage *[Mind-Affecting]*	En	VS	1 act	Medium	Conc.+1 rd/lev	–	Y	Gives +2 Str, +2 Con, +1 Will, -2 AC	PHB268
☐			Ray of Exhaustion	Ne	VSM	1 act	Close	1 min/lev	For part.	Y	Ray makes subject exhausted	PHB269
☐			Secret Page	Tr	VSM	10 min	Touch	Permanent	–	N	Changes one page to hide its real content	PHB275
☐			See Ethereal Resonance	Di	VS	1 act	Touch	1 round/lev	Will n.	Y	Subject can see the Near Ethereal	VRA25
☐			Sepia Snake Sigil *[Force]*	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader	PHB276
☐			Shrink Item	Tr	VS	1 act	Touch	1 day/lev	Will n.	Y	Object shrinks to one-sixteenth size	PHB279
☐			Sleet Storm *[Cold]*	Co	VSM	1 act	Long	1 round/lev	–	N	Hampers vision and movement	PHB280
☐			Slow	Tr	VSM	1 act	Close	1 round/lev	Will n.	Y	1 subj./lev takes only 1 action/r, -2 AC and hit	PHB280
☐			Stinking Cloud	Co	VSM	1 act	Medium	1 round/lev	For n.	N	Nauseating vapors, 1 round/lev	PHB284
☐			Suggestion *[Language-Dep., Mind-Affecting]*	En	VM	1 act	Close	1 hour/lev	Will n.	Y	Compels subject to follow course of action	PHB285
☐			Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st)	PHB286
☐			Tongues	Di	VM	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PHB294
☐			Vampiric Touch	Ne	VS	1 act	Touch	Special	–	Y	Touch deals 1d6/2 lev, caster gains dmg as hp	PHB298
☐			Water Breathing	Tr	VSM	1 act	Touch	2 hours/lev	Will n.	Y	Subject can breathe underwater	PHB300
☐			Wind Wall *[Air]*	Ev	VSM	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures, and gases	PHB302
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Sorcerer/Wizard Spells

4th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐			Anesthesia [Mind-Affecting]	En	VSM	1 act	Medium	5 min/lev	Will n.	Y	Subject is immune to pain VRA33
☐			Animate Dead [Evil]	Ne	VSM	1 act	Touch	Instantaneous	–	N	Creates undead skeletons and zombies PHB198
☐			Arcane Eye	Di	VSM	10 min	Unlimit.	1 min/lev (D)	–	N	Invisible floating eye moves 30 ft/round PHB200
☐			Bestow Curse	Ne	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 on rolls; or 50% losing action PHB203
☐			Charm Monster [Mind-Affecting]	En	VS	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally PHB209
☐			Confusion [Mind-Affecting]	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject behaves oddly for 1 round/lev PHB212
☐			Contagion [Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease PHB213
☐			Crushing Despair [Mind-Affecting]	En	VSM	1 act	30 ft	1 min/lev	Will n.	Y	Subjects get -2 to attack, damage, saves, checks PHB215
☐			Deconstruct	Ab	VS	1 act	Touch	1 round/lev	For n.	Y	Construct's DR is reduced by 10/+1 VRA28
☐			Detect Scrying	Di	VSM	1 act	40 ft	24 hours	–	N	Alerts you of magical eavesdropping PHB219
☐			Dimension Door	Co	V	1 act	Long	Instantaneous	–/Will n.	Sp.	Teleports you short distance PHB221
☐			Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	–	Y	Bars extradimensional movement PHB221
☐			Enervation	Ne	VS	1 act	Close	Instantaneous	–	Y	Subject gains 1d4 negative levels PHB226
☐			Enlarge Person, Mass	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Enlarges several creatures PHB227
☐			Evard's Black Tentacles	Co	VSM	1 act	Medium	1 round/lev (D)	–	N	Tentacles grapple all within 20 ft PHB228
☐			Fear [Fear, Mind-Affecting]	Ne	VSM	1 act	30 ft	Special	Will part.	Y	Subjects within cone flee for 1 round/lev PHB229
☐			Fire Shield [Fire/Cold]	Ev	VSM	1 act	Personal	1 round/lev (D)	–	N	Attackers take dmg; protected from heat/cold PHB230
☐			Fire Trap [Fire]	Ab	VSM	10 min	Touch	Until discharg.	Ref ½	Y	Opened object deals 1d4 +1/lev damage PHB231
☐			Geas, Lesser [Language-Dep., Mind-Affecting]	En	V	1 round	Close	1 day/lev (D)	Will n.	Y	Commands subject of 7 HD or less PHB235
☐			Globe of Invulnerability, Lesser	Ab	VSM	1 act	10 ft	1 round/lev (D)	–	N	Stops 1st- through 3rd-level spell effects PHB236
☐			Hallucinatory Terrain	Il	VSM	10 min	Long	2 hours/lev (D)	Will dis.	N	Makes one type of terrain appear like another PHB238
☐			Ice Storm [Cold]	Ev	VSM	1 act	Long	1 round	–	Y	Hail deals 5d6 damage in cylinder 40 ft across PHB243
☐			Illusory Wall	Il	VS	1 act	Close	Permanent	Will dis.	N	Wall, floor or ceiling looks real but is illusory PHB243
☐			Induce Lycanthropy	Tr	VSM	1 act	Touch	1 hour/3 lev	For n.	Y	Forces a target lycanthrope to transform VRA24
☐			Invisibility, Greater	Il	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Subject is invisible even if it attacks PHB245
☐			Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hours/lev (D)	–	N	Creates sturdy cottage PHB247
☐			Locate Creature	Di	VSM	1 act	Long	10 min/lev	–	N	Indicates direction to familiar creature PHB249
☐			Minor Creation	Co	VSM	1 min	0 ft	1 hour/lev (D)	–	N	Creates one cloth or wood object PHB253
☐			Otiluke's Resilient Sphere [Force]	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Force globe protects but traps one subject PHB258
☐			Phantasmal Killer [Fear, Mind-Affecting]	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subject or deals 3d6 damage PHB260
☐			Polymorph	Tr	VSM	1 act	Touch	1 min/lev (D)	–	N	Gives one willing subject a new form PHB263
☐			Rainbow Pattern [Mind-Affecting]	Il	SMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights fascinate 24 HD of creatures PHB268
☐			Rary's Mnemonic Enhancer [Wizard]	Tr	VSMF	10 min	Personal	Instantaneous	–	N	Prepares extra spells or retains one just cast PHB268
☐			Reduce Person, Mass	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Reduces several creatures PHB269
☐			Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse PHB270
☐			Scrying	Di	VSMF	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance PHB274
☐			Shackle [Force]	Ev	VSF	1 act	Close	1 min/lev (D)	–	Y	Ray paralyzes target VRA32
☐			Shadow Conjuration	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th level, 20% real PHB276
☐			Shout [Sonic]	Ev	V	1 act	30 ft	Instantaneous	Special	Y	Deafens all within cone and deals 5d6 damage PHB279
☐			Solid Fog	Co	VSM	1 act	Medium	1 min/lev	–	N	Blocks vision, slows movement PHB281
☐			Stone Shape [Earth]	Tr	VSM	1 act	Touch	Instantaneous	–	N	Sculpts stone into any shape PHB284
☐			Stoneskin	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack PHB284
☐			Summon Monster IV	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd) PHB285
☐			Suppress Lycanthropy	Tr	VSM	1 act	Touch	1 hour/3 lev	For n.	Y	Forces a target lycanthrope to transform VRA37
☐			Wall of Fire [Fire]	Ev	VSM	1 act	Medium	Conc. + 1 r/lev	–	Y	2d4 dmg (10 ft), 1d4 (20), 2d6+1/lev passing PHB298
☐			Wall of Ice [Cold]	Ev	VSM	1 act	Medium	1 min/lev	Ref n.	Y	Creates wall with 13 hp+1/lev or hemisphere PHB299
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Sorcerer/Wizard Spells

5th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐			Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 lev doubles in size	PHB198
☐			Baleful Polymorph	Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal	PHB202
☐			Bigby's Interposing Hand [Force]	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Hand provides cover vs. one opponent	PHB204
☐			Blight	Ne	VS	1 act	Touch	Instantaneous	For ½	Y	1d6 damage/lev to plant creature, or wither	PHB206
☐			Borrowed Time	Ne	VM	3 days	Personal	Special	–	N	You return as a 3rd-rank ancient dead	RPHB118
☐			Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from enchantments	PHB207
☐			Cloudkill	Co	VS	1 act	Medium	1 min/lev	For part.	N	Up to 3 HD die, 4-6 HD save or die, 6+ dmg	PHB210
☐			Cone of Cold [Cold]	Ev	VSM	1 act	60 ft	Instantaneous	Ref ½	Y	1d6 cold damage/level	PHB212
☐			Contact Other Plane	Di	V	10 min	Personal	Concentration	–	N	Ask questions to extraplanar entity	PHB212
☐			Dark Sentinels [Mind-Affecting]	Di	VF	1 min	Special	Special (D)	Special	N	Flock of birds seeks out nearest undead	VRA25
☐			Dismissal	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PHB222
☐			Dominate Person [Mind-Affecting]	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically	PHB224
☐			Dream [Mind-Affecting]	Il	VS	1 min	Unlimit.	Special	–	Y	Sends message to anyone sleeping	PHB225
☐			Fabricate	Tr	VSM	Special	Close	Instantaneous	–	N	Transforms raw materials into finished items	PHB229
☐			False Vision	Il	VSM	1 act	Touch	1 hour/lev (D)	–	N	Fools scrying with an illusion	PHB229
☐			Feeblemind [Mind-Affecting]	En	VSM	1 act	Medium	Instantaneous	Will n.	Y	Subject's Int and Cha drop to 1	PHB229
☐			Feign Undeath	Ne	VSM	1 act	Touch	2 min/lev	Will n.	Y	Deal your target with aspect of a zombie	RPHB118
☐			Hold Monster [Mind-Affecting]	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev	PHB241
☐			Leomund's Secret Chest	Co	VSF	10 min	Special	60 days	–	N	Hides expensive chest on Ethereal Plane	PHB247
☐			Lichbane Daggers	Ev	VS	1 act	Long	Instantaneous	For ½	N	Lich suffers 1d6/lev damage (max 15d6)	VRA30
☐			Magic Jar	Ne	VSF	1 act	Medium	1 hour/lev	Will n.	Y	Enables possession of another creature	PHB250
☐			Major Creation	Co	VSM	10 min	Close	Special	–	N	Creates a cloth, wood, stone or metal object	PHB252
☐			Mind Fog [Mind-Affecting]	En	VS	1 act	Medium	Special	Will n.	Y	Subjects in fog get -10 Wis and Will checks	PHB253
☐			Mirage Arcana	Il	VS	1 act	Long	Conc. + 1 hr/lv	Will dis.	N	Terrain and structure appear like another	PHB254
☐			Mordenkainen's Faithful Hound	Co	VSM	1 act	Close	Special	–	N	Phantom dog can guard and attack	PHB255
☐			Mordenkainen's Private Sanctum	Ab	VSM	10 min	Close	24 hours (D)	–	N	Prevents anyone from viewing/scrying	PHB256
☐			Nightmare [Mind-Affecting, Evil]	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue	PHB257
☐			Overland Flight	Tr	VS	1 act	Personal	1 hour/lev	–	N	Fly at a speed of 40 ft over long distances	PHB259
☐			Passwall	Tr	VSM	1 act	Touch	1 hour/lev (D)	–	N	Creates passage through wood or stone wall	PHB259
☐			Permanency	Un	VSX	2 rds	Special	Permanent	–	N	Makes certain spells permanent	PHB259
☐			Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr.	PHB260
☐			Planar Binding, Lesser	Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Traps extraplanar up to 6 HD to perform a task	PHB261
☐			Prying Eyes	Di	VSM	1 min	1 mile	1 hour/lev (D)	–	N	1d4 floating eyes +1/lev scout for you	PHB266
☐			Rary's Telepathic Bond	Di	VSM	1 act	Close	10 min/lev (D)	–	N	Link lets allies communicate	PHB268
☐			Seeming	Il	VS	1 act	Close	12 hours (D)	Special	Sp.	Changes appearance of one person/2 lev.	PHB275
☐			Sending	Ev	VSM	10 min	Special	1 round	–	N	Instantly delivers short message anywhere	PHB275
☐			Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation less than 5th level, 20% real	PHB277
☐			Soul Anchor	Ab	VS	1 act	Touch	Permanent (D)	Will n.	Y	Binds a creature's spirit to an edifice	RPHB119
☐			Stone Shape [Earth]	Tr	VSM	1 act	Touch	Instantaneous	–	N	Sculpts stone into any shape	PHB284
☐			Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 5th, 1d3 4th or 1d4+1 3rd)	PHB286
☐			Symbol of Pain [Evil]	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune wracks creatures with pain	PHB290
☐			Symbol of Sleep [Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune puts nearby creatures to sleep	PHB291
☐			Telekinesis	Tr	VS	1 act	Long	Special	–/Will n.	Y	Moves object, attacks creat., or hurls object	PHB292
☐			Teleport	Co	V	1 act	Touch	Instantaneous	–/Will n.	Sp.	Instantly transports you up to 100 miles/lev	PHB292
☐			Transmute Mud to Rock [Earth]	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	PHB295
☐			Transmute Rock to Mud [Earth]	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	PHB295
☐			Wall of Force [Force]	Ev	VSM	1 act	Close	1 round/lev (D)	–	N	Wall is immune to damage	PHB298
☐			Wall of Stone [Earth]	Co	VSM	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PHB299
☐			Waves of Fatigue	Ne	VS	1 act	30 ft	Instantaneous	–	Y	Several targets become fatigued	PHB301
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Sorcerer/Wizard Spells

6th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐	___	___	Acid Fog [Acid]	Co	VSM	1 act	Medium	1 round/lev	–	N	Fog deals acid damage PHB196
☐	___	___	Analyze Dweomer	Di	VSF	1 act	Close	1 round/lev (D)	–/Will n.	N	Reveals magical aspects of subject PHB197
☐	___	___	Antimagic Field	Ab	VSM	1 act	10 ft	10 min/lev (D)	–	Sp.	Negates magic within 10 ft PHB200
☐	___	___	Bear's Endurance, Mass	Tr	VS	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Con PHB203
☐	___	___	Bigby's Forceful Hand [Force]	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Hand pushes creatures away PHB204
☐	___	___	Bull's Strength, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Str PHB207
☐	___	___	Cat's Grace, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Dex PHB208
☐	___	___	Chain Lightning [Electricity]	Ev	VSF	1 act	Long	Instantaneous	Ref ½	Y	1d6 dmg/lev, secondary bolts half damage PHB208
☐	___	___	Circle of Death [Death]	Ne	VSM	1 act	Medium	Instantaneous	For n.	Y	Kills 1d4 HD of creatures per level PHB209
☐	___	___	Contingency	Ev	VSMF	10 min+	Personal	1 day/lev (D)	–	N	Sets trigger condition for another spell PHB213
☐	___	___	Control Water [Water]	Tr	VSM	1 act	Long	10 min/lev (D)	–	N	Raises or lowers bodies of water PHB214
☐	___	___	Create Undead [Evil]	Ne	VSM	1 hour	Close	Instantaneous	–	N	Creates ghouls, ghasts, mummies, mohrgs PHB215
☐	___	___	Disintegrate	Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Makes one creature or object vanish PHB222
☐	___	___	Dispel Magic, Greater	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects, +20 on check PHB223
☐	___	___	Eagle's Splendor, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Cha PHB225
☐	___	___	Eyebite [Evil]	Ne	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose PHB228
☐	___	___	Flesh to Stone	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turn subject creature into statue PHB232
☐	___	___	Fox's Cunning, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Int PHB233
☐	___	___	Geas/Quest [Lang.-Dep., Mind-Affecting]	En	V	10 min	Close	1 day/lev (D)	–	Y	Places a magical command on a creature PHB234
☐	___	___	Globe of Invulnerability	Ab	VSM	1 act	10 ft	1 round/lev (D)	–	N	Stops 1st- through 4th-level spell effects PHB236
☐	___	___	Guards and Wards	Ab	VSMF	30 min	Special	2 hours/lev	Special	Sp.	Array of magic effects protects area PHB237
☐	___	___	Heroism, Greater [Mind-Affecting]	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+ 4 to attack, saves, skills, temporary hp PHB240
☐	___	___	Legend Lore	Di	VSMF	Special	Personal	Special	–	N	Learn tales about a person, place, or thing PHB246
☐	___	___	Mislead	Il	S	1 act	Close	Special	–/Will dis.	N	Turns you invisible and creates illusory double PHB255
☐	___	___	Mordenkainen's Lucubration [Wizard]	Tr	VS	1 act	Personal	Instantaneous	–	N	Recalls spell of 5th level or lower PHB256
☐	___	___	Move Earth [Earth]	Tr	VSM	Special	Long	Instantaneous	–	N	Dig trenches and build hills PHB257
☐	___	___	Otiluke's Freezing Sphere [Cold]	Ev	VSF	1 act	Long	Special	Ref ½	Y	Freezes water or deals cold damage PHB258
☐	___	___	Owl's Wisdom, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Wis PHB259
☐	___	___	Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell PHB260
☐	___	___	Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Extraplanar up to 12 HD must perform a task PHB261
☐	___	___	Programmed Image	Il	VSF	1 act	Long	Special	Will dis.	N	Creates full illusion triggered by event PHB265
☐	___	___	Repulsion	Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you PHB271
☐	___	___	Shadow Walk	Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly PHB277
☐	___	___	Stone to Flesh	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores petrified creature PHB285
☐	___	___	Suggestion, Mass [Lang.-Dep., Mind-Aff.]	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels one subject/lev to course of action PHB285
☐	___	___	Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th) PHB287
☐	___	___	Symbol of Fear [Fear, Mind-Affecting]	Ne	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune panics nearby creatures PHB290
☐	___	___	Symbol of Persuasion [Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune charms nearby creatures PHB290
☐	___	___	Tenser's Transformation	Tr	VSM	1 act	Personal	1 round/lev	–	N	You gain combat bonuses PHB294
☐	___	___	True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are PHB296
☐	___	___	Undeath to Death	Ne	VSM	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20d4) undead PHB297
☐	___	___	Veil	Il	VS	1 act	Long	Conc. + 1 hr/l.	Will n.	Y	Changes appearance of group of creatures PHB298
☐	___	___	Wall of Iron	Co	VSF	1 act	Medium	Instantaneous	Special	N	30 hp/4 lev, can topple onto foes PHB299
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Sorcerer/Wizard Spells

7th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	___	Arcane Sight, Greater	Di	VS	1 act	Personal	1 min/lev (D)	–	N	Magical auras and effects become visible	PHB201
☐	___	___	Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures	PHB203
☐	___	___	Bigby's Grasping Hand *[Force]*	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Hand provides cover, pushes, or grapples	PHB204
☐	___	___	Borrowed Time, Greater	Ne	VM	3 days	Personal	Special	–	N	You return as a 4th-rank ancient dead	RPHB118
☐	___	___	Control Undead	Ne	VSM	1 act	Close	1 min/lev	Will n.	Y	Undead don't attack you while under effect	PHB214
☐	___	___	Control Weather	Tr	VS	10 min	2 miles	4d12 hours	–	N	Changes weather in local area	PHB214
☐	___	___	Delayed Blast Fireball *[Fire]*	Ev	VSM	1 act	Long	Up to 5 rounds	Ref ½	Y	1d6 damage/lev, delay up to 5 rounds	PHB217
☐	___	___	Drawmij's Instant Summons	Co	VSM	1 act	Special	Until discharg.	–	N	Prepared object appears in your hand	PHB225
☐	___	___	Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev (D)	–	N	You become ethereal for 1 round/lev	PHB227
☐	___	___	Finger of Death *[Death]*	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject	PHB230
☐	___	___	Forcecage *[Force]*	Ev	VSM	1 act	Close	2 hours/lev (D)	–	N	Cube or cage of force imprisons those inside	PHB233
☐	___	___	Hold Person, Mass *[Mind-Affecting]*	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes all humanoids within 30 ft	PHB241
☐	___	___	Insanity *[Mind-Affecting]*	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject suffers continuous *confusion*	PHB244
☐	___	___	Inviolate Soul	Ne	VS	1 round	Personal	Special	–	N	Protects the caster against soul-affecting spells	VRA35
☐	___	___	Invisibility, Mass	Il	VSM	1 act	Long	1 min/lev (D)	Will n.	Y	All subjects in range invisible until they attack	PHB245
☐	___	___	Limited Wish	Un	VSX	1 act	Special	Special	–	Y	Alters reality within spell limits	PHB248
☐	___	___	Mordenkainen's Magnificent Mansion	Co	VSF	1 act	Close	2 hours/lev (D)	–	N	Door leads to extradimensional mansion	PHB256
☐	___	___	Mordenkainen's Sword *[Force]*	Ev	VSF	1 act	Close	1 round/lev (D)	–	Y	Floating magic blade strikes opponents	PHB256
☐	___	___	Mystick Cage	Co	VSF	1 min	Unlimit.	30 min	–	Sp.	Fiend is summoned and trapped	VRA30
☐	___	___	Phase Door	Co	V	1 act	0 ft	1 usage/2 lev	–	N	Invisible passage through wood or stone	PHB261
☐	___	___	Plane Shift	Co	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PHB262
☐	___	___	Power Word Blind *[Mind-Affecting]*	En	V	1 act	Close	Special	–	Y	Blinds creature with 200 hp or less	PHB263
☐	___	___	Prismatic Spray	Ev	VS	1 act	60 ft	Instantaneous	Special	Y	Rays hit subjects with variety of effects	PHB264
☐	___	___	Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells	PHB265
☐	___	___	Reverse Gravity	Tr	VSM	1 act	Medium	1 round/lev (D)	–	N	Objects and creatures fall upwards	PHB273
☐	___	___	Scrying, Greater	Dl	VS	1 act	Special	1 hour/lev	Will n.	Y	As *scrying*, but faster and longer	PHB275
☐	___	___	Sequester	Ab	VSM	1 act	Touch	1 day/lev (D)	–/Will n.	Sp.	Subject is invisible to sight and scrying	PHB276
☐	___	___	Shadow Conjuration, Greater	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuration up to 6th level, 60% real	PHB276
☐	___	___	Simulacrum	Il	VSMX	12 hrs	0 ft	Instantaneous	–	N	Creates partially real double of a creature	PHB279
☐	___	___	Spell Turning	Ab	VSM	1 act	Personal	10 min/lev	–	N	Reflects 1d4+6 spell levels back at caster	PHB282
☐	___	___	Statue	Tr	VSM	1 round	Touch	1 hour/lev (D)	Will n.	Y	Subject can become a statue at will	PHB284
☐	___	___	Summon Monster VII	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 7th, 1d3 6th or 1d4+1 5th)	PHB287
☐	___	___	Symbol of Stunning *[Mind-Affecting]*	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune stuns nearby creatures	PHB291
☐	___	___	Symbol of Weakness	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune weakens nearby creatures	PHB291
☐	___	___	Teleport, Greater	Co	V	1 act	Touch	Instantaneous	–/Will n.	Sp.	As *teleport*, no range limit and always precise	PHB293
☐	___	___	Teleport Object	Co	V	1 act	Touch	Instantaneous	Will n.	Y	As *teleport*, but affects a touched object	PHB293
☐	___	___	Vision	Di	VSMX	1 act	Personal	Special	–	N	Learn tales about a person, place, or thing	PHB298
☐	___	___	Waves of Exhaustion	Ne	VS	1 act	60 ft	Instantaneous	–	Y	Several targets become exhausted	PHB301
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Sorcerer/Wizard Spells

8th-Level Spells

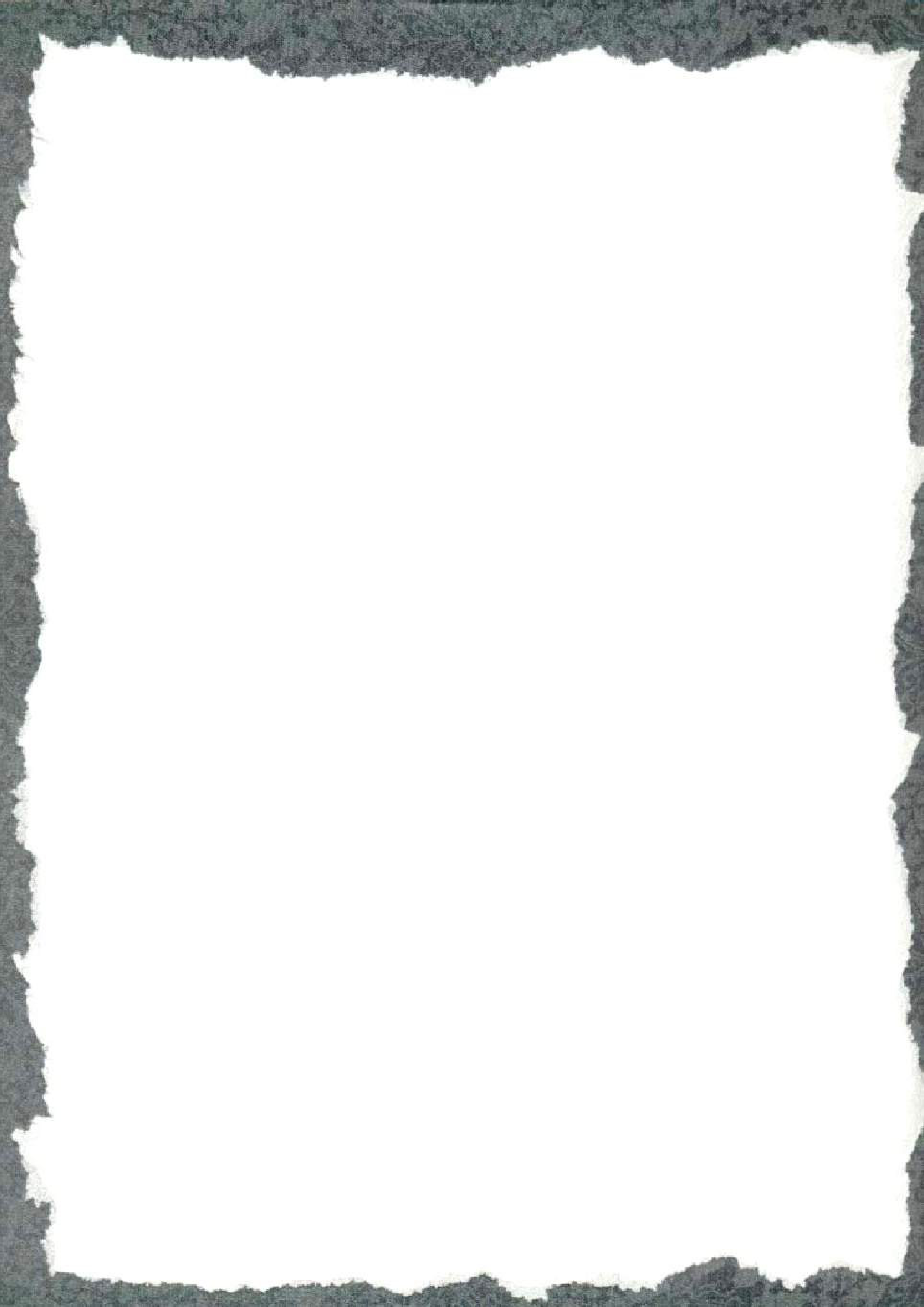
Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐	___	___	Antipathy *[Mind-Affecting]*	En	VSM	1 hour	Close	2 hours/lev	Will part.	Y	Object or location repels certain creatures PHB200
☐	___	___	Bigby's Clenched Fist *[Force]*	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Large hand provides cover, attacks your foes PHB203
☐	___	___	Binding *[Mind-Affecting]*	En	VSM	1 min	Close	Special	Will n.	Y	Array of techniques to imprison a creature PHB204
☐	___	___	Charm Monster, Mass *[Mind-Affecting]*	En	V	1 act	Close	1 day/lev	Will n.	Y	Make monsters in 30 ft believe they're friends PHB209
☐	___	___	Clone	Ne	VSMF	10 min	0 ft	Instantaneous	–	N	Duplicate awakens when original dies PHB210
☐	___	___	Create Greater Undead *[Evil]*	Ne	VSM	1 hour	Close	Instantaneous	–	N	Create shadows, wraiths, spectres, devourers PHB215
☐	___	___	Demand *[Mind-Affecting]*	En	VSM	10 min	Special	1 round	Will part.	Y	Delivers short message/suggestion anywhere PHB217
☐	___	___	Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	–	Y	Blocks teleport/dimensional travel PHB221
☐	___	___	Discern Location	Di	VS	10 min	Unlimit.	Instantaneous	–	N	Reveals exact location of creature or object PHB222
☐	___	___	Horrid Wilting	Ne	VSM	1 act	Long	Instantaneous	For ½	Y	Deals 1d6 damage/level within 30 ft PHB242
☐	___	___	Incendiary Cloud *[Fire]*	Co	VS	1 act	Medium	1 round/lev	Ref ½	N	Cloud deals 4d6 fire damage/round PHB244
☐	___	___	Iron Body	Tr	VSM	1 act	Personal	1 min/lev (D)	–	N	Body becomes iron PHB245
☐	___	___	Maze	Co	VS	1 act	Close	Special	–	Y	Traps subject in extradimensional maze PHB252
☐	___	___	Mind Blank	Ab	VS	1 act	Close	24 hours	Will n.	Y	Subject is immune to mental magic/scrying PHB253
☐	___	___	Moment of Prescience	Di	VS	1 act	Personal	1 hour/lev	–	N	Gain bonus on single attack, save, or check PHB255
☐	___	___	Otiluke's Telekinetic Sphere *[Force]*	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Movable force globe protects one subject PHB259
☐	___	___	Otto's Irresistable Dance *[Mind-Aff.]*	En	V	1 act	Touch	1d4+1 rounds	–	Y	Forces subject to dance PHB259
☐	___	___	Planar Binding, Greater	Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Traps extraplanar up to 18 HD to perform a task PHB261
☐	___	___	Polar Ray *[Cold]*	Ev	VSF	1 act	Close	Instantaneous	–	Y	Ranged touch attack deals 1d6/lev cold damage PHB262
☐	___	___	Polymorph Any Object	Tr	VSM	1 act	Close	Special	For n.	Y	Changes any subject into anything else PHB263
☐	___	___	Power Word Stun *[Mind-Affecting]*	En	V	1 act	Close	Special	–	Y	Stuns creature with 150 hp or less PHB263
☐	___	___	Prismatic Wall	Ab	VS	1 act	Close	10 min/lev (D)	Special	Sp.	Wall's colors have array of effects PHB264
☐	___	___	Protection from Spells	Ab	VSMF	1 act	Touch	10 min/lev	Will n.	Y	Confers a +8 resistance bonus PHB266
☐	___	___	Prying Eyes, Greater	Di	VSM	1 min	1 mile	1 hour/lev (D)	–	N	As *prying eyes*, but eyes have *true seeing* PHB267
☐	___	___	Scintillating Pattern *[Mind-Affecting]*	Il	VSM	1 act	Close	Conc. +2 rds	–	Y	Twisting colors *confuse*, stun, render unconsc. PHB274
☐	___	___	Screen	Il	VS	10 min	Close	24 hours	–/Will dis.	N	Illusion hides area from vision and scrying PHB274
☐	___	___	Shadow Evocation, Greater	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation up to 7th level, 60% real PHB277
☐	___	___	Shout, Greater *[Sonic]*	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y	Yell deals 10d6 dmg, stuns, damages objects PHB279
☐	___	___	Summon Monster VIII	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (18th, 1d3 7th or 1d4+1 6th) PHB287
☐	___	___	Sunburst *[Light]*	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y	Blinds all within 10 ft, deals 6d6 damage PHB289
☐	___	___	Symbol of Death *[Death]*	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune slays nearby creatures PHB289
☐	___	___	Symbol of Insanity *[Mind-Affecting]*	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune renders creatures insane PHB290
☐	___	___	Sympathy *[Mind-Affecting]*	En	VSM	1 hour	Close	2 hours/lev (D)	Will n.	Y	Object or location attracts certain creatures PHB292
☐	___	___	Temporal Stasis	Tr	VSM	1 act	Touch	Permanent	For n.	Y	Puts subject into suspended animation PHB293
☐	___	___	Trap the Soul	Co	VSMF	Special	Close	Permanent	Special	Y	Imprisons subject within gem PHB295
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9th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐	___	___	Astral Projection	Ne	VSM	30 min	Touch	Special	–	Y	Projects you and companions onto Astral Pl. PHB201
☐	___	___	Bigby's Crushing Hand *[Force]*	Ev	VSMF	1 act	Medium	1 round/lev (D)	–	Y	Hand provides cover, pushes/crushes foes PHB203
☐	___	___	Dominate Monster *[Mind-Affecting]*	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls monster telepathically PHB224
☐	___	___	Energy Drain	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Subject gains 2d4 negative levels PHB226
☐	___	___	Etherealness	Tr	VS	1 act	Touch	1 minn/lev (D)	–	Y	Travel to Ethereal Plane with companions PHB228
☐	___	___	Foresight	Di	VSM	1 act	Touch	10 min/lev	–/Will n.	Sp.	"Sixth sense" warns of impending danger PHB233
☐	___	___	Freedom	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Releases creature from *imprisonment* PHB233
☐	___	___	Gate	Co	VSX	1 act	Medium	Special	–	N	Connects two planes to travel or summon PHB234
☐	___	___	Hold Monster, Mass *[Mind-Affecting]*	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes creatures within 30 ft PHB241
☐	___	___	Imprisonment	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Entombs creature beneath the earth PHB244
☐	___	___	Meteor Swarm *[Fire]*	Ev	VS	1 act	Long	Instantaneous	–/Ref ½	Y	4 spheres deal 6d6 fire damage PHB253
☐	___	___	Mordenkainen's Disjunction	Ab	V	1 act	Close	Instantaneous	Will n.	N	Dispels magic and disenchants magic items PHB255
☐	___	___	Power Word Kill *[Death, Mind-Affecting]*	En	V	1 act	Close	Instantaneous	–	Y	Kills one creature with up to 100 hp PHB263
☐	___	___	Prismatic Sphere	Ab	V	1 act	10 ft	10 min/lev (D)	Special	Sp.	Sphere's colors have array of effects PHB264
☐	___	___	Refuge	Co	VSM	1 act	Touch	Until discharg.	–	N	Alters item to transport its possessor to you PHB269
☐	___	___	Shades	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuration up to 8th level, 80% real PHB276
☐	___	___	Shapechange	Tr	VSF	1 act	Personal	10 min/lev (D)	–	N	Change into any creature once/round PHB277
☐	___	___	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent *resurrection* PHB281
☐	___	___	Summon Monster IX	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (19th, 1d3 8th or 1d4+1 7th) PHB288
☐	___	___	Teleportation Circle	Co	VM	10 min	0 ft	10 min/lev (D)	–	Y	Circle teleports creatures inside to place PHB293
☐	___	___	Time Stop	Tr	V	1 act	Personal	1d4+1 rounds	–	N	You act freely for 1d4+1 rounds PHB294
☐	___	___	Wail of the Banshee *[Death, Sonic]*	Ne	V	1 act	Close	Instantaneous	For n.	Y	Kills one creature/level PHB298
☐	___	___	Weird *[Fear, Mind-Affecting]*	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subjects within 30 ft, or deals 3d6 PHB301
☐	___	___	Wish	Un	VX	1 act	Special	Special	Special	Y	Alters reality PHB302
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Assassin Powers

Sneak Attack:	+___ d6	Death Attack:	☑	Uncanny Dodge:	☐
Save Bonus vs. Poison:	+___	Poison Use:	☑	Improved Uncanny Dodge:	☐
				Hide in Plain Sight:	☐

Assassin Spells

1st-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poison in one creature or object	PHB219
☐	___	Disguise Self	Il	VS	1 act	Personal	10 min/lev (D)	–	N	Changes your appearance	PHB222
☐	___	Feather Fall	Tr	V	Swift	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly	PHB229
☐	___	Ghost Sound	Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Figments sounds	PHB235
☐	___	Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
☐	___	Obscuring Mist	Co	VS	1 act	20 ft	1 min/lev	–	N	Fog surrounds you	PHB258
☐	___	Sleep *[Mind-Affecting]*	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Puts 4 HD of creatues into magical slumber	PHB280
☐	___	True Strike	Di	VF	1 act	Personal	Special	–	N	+20 on your next attack roll	PHB296
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2nd-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	–	N	Assume form of a similar creature	PHB197
☐	___	Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208
☐	___	Darkness *[Darkness]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural shadow	PHB216
☐	___	Fox's Cunning	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev	PHB233
☐	___	Illusory Script *[Mind-Affecting]*	Il	VSM	1 min+	Touch	1 day/lev (D)	Will n.	Y	Only intended reader can decipher	PHB243
☐	___	Invisibility	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject invisible for 1 min/lev or until attacks	PHB245
☐	___	Pass without Trace	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	One subject/level leaves no tracks	PHB259
☐	___	Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	N	Grants ability to walk on walls and ceilings	PHB283
☐	___	Undetectable Alignment	Ab	VS	1 act	Close	24 hours	Will n.	Y	Conceals alignment for 24 hrs	PHB297
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3rd-Level Spells

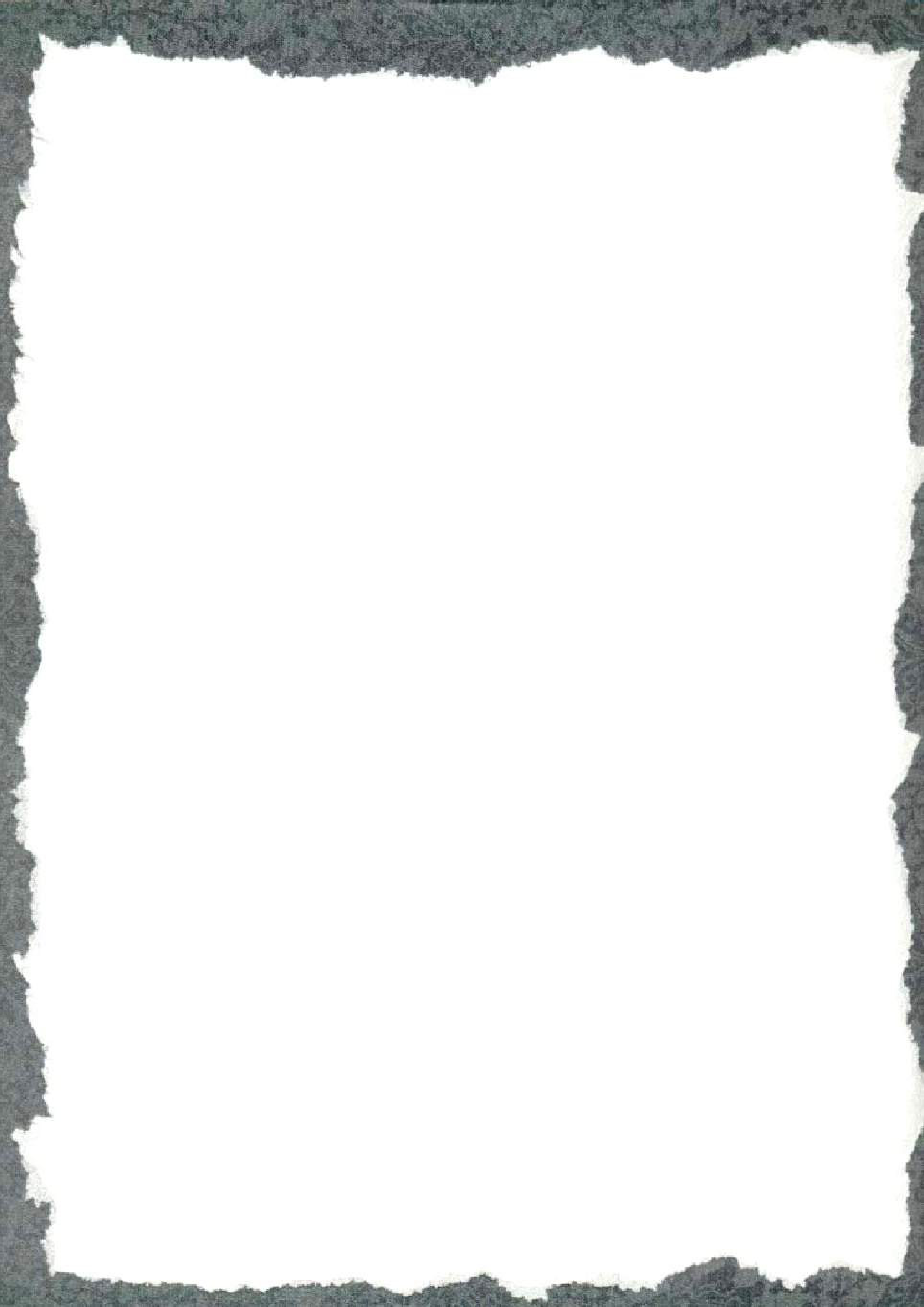
Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Deep Slumber *[Mind-Affecting]*	En	VSM	1 round	Close	1 min/lev	Will n.	Y	Put 10 HD of creatures to sleep	PHB217
☐	___	Deeper Darkness *[Darkness]*	Ev	VD	1 act	Touch	1 day/lev (D)	–	N	Object sheds shadow in 60-ft radius	PHB217
☐	___	False Life	Ne	VSM	1 act	Personal	1 hour/lev	–	Y	Subject gains 1d10+1/lev (max. +10) temp. hp	PHB229
☐	___	Magic Circle against Good *[Evil]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB250
☐	___	Misdirection	Il	VS	1 act	Close	1 hour/lev	–/Will n.	N	Misleads divinations for a creature or object	PHB254
☐	___	Nondetection	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from divination and scrying	PHB257
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4th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Clairaudience/Clairvoyance	Di	VSF	10 min	Long	1 min/lev (D)	–	N	Hear or see at a distance for 1 min/lev	PHB209
☐	___	Dimension Door	Co	V	1 act	Long	Instantaneous	–/Will n.	Sp.	Teleports you short distance	PHB221
☐	___	Freedom of Movement	Ab	VSMD	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB233
☐	___	Glibness	Tr	S	1 act	Personal	10 min/lev (D)	–	N	+30 to Bluff, lies can escape discernment	PHB235
☐	___	Invisibility, Greater	Il	VS	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject is invisible even if it attacks	PHB245
☐	___	Locate Creature	Di	VSM	1 act	Long	10 min/lev	–	N	Indicates direction to familiar creature	PHB249
☐	___	Modify Memory *[Mind-Affecting]*	En	VS	1 round	Close	Permanent	Will n.	Y	Changes 5 minutes of subject's memories	PHB255
☐	___	Poison	Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min.	PHB262
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Blackguard Powers

Aura of Evil: ☑
Detect Good: ☑
Poison Use: ☑
Dark Blessing: ☐
Aura of Despair: ☐
Fiendish Servant: ☐

Smite Good: _____ times/day
+ CHA to attack
+ Lev to damage

Sneak Attack: +_____ d6

Command Undead

Turning Check: 1d20 + CHA
Times per Day: 3 + CHA + ___ = ____
Turning Damage: 2d6 + CHA + Lev-2 = ____

Check Result	Max HD Affected
0 or lower	Level -6
1-3	Level -5
4-6	Level -4
7-9	Level -3
10-12	Level -2
13-15	Level -1
16-18	Level
19-21	Level +1
22+	Level +2

Blackguard Spells

1st-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	Special	Will part.	Y	One creature up to 5 HD flees for 1d4 rounds	PHB208
		Corrupt Weapon	Tr	VS	1 act	Touch	1 min/lev	–	N	Weapon strikes true against good foes	DMG182
		Cure Light Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
		Doom *[Fear, Mind-Affecting]*	Ne	VSD	1 act	Medium	1 min/lev	Will n.	Y	Subject suffers -2 to hit, dmg, checks, saves	PHB225
		Inflict Light Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch deals 1d8 damage +1/lev (max +5)	PHB244
		Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
		Summon Monster I	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls a 1st-level extraplanar creature	PHB285

2nd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Borrowed Time, Lesser	Ne	VM	3 days	Personal	Special	–	N	You return as a 2nd-rank ancient dead	RPHB118
		Bull's Strength	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB207
		Cure Moderate Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8damage +1/lev (max +10)	PHB216
		Darkness *[Darkness]*	Ev	VMD	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural shadow	PHB216
		Death Knell *[Death, Evil]*	Ne	VS	1 act	Touch	10 min/HD	Will n.	Y	Kills 1 creature, gain 1d8 hp, +2 Str and 1 level	PHB217
		Eagle's Splendor	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225
		Inflict Moderate Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch deals 2d8 damage +1/lev (max +10)	PHB244
		Shatter *[Sonic]*	Ev	VSD	1 act	Close	Instantaneous	Special	Y	Vibrations damage objects/crystalline creat.	PHB278
		Summon Monster II	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar creature (1 2nd or 1d3 1st)	PHB286

3rd-Level Spells

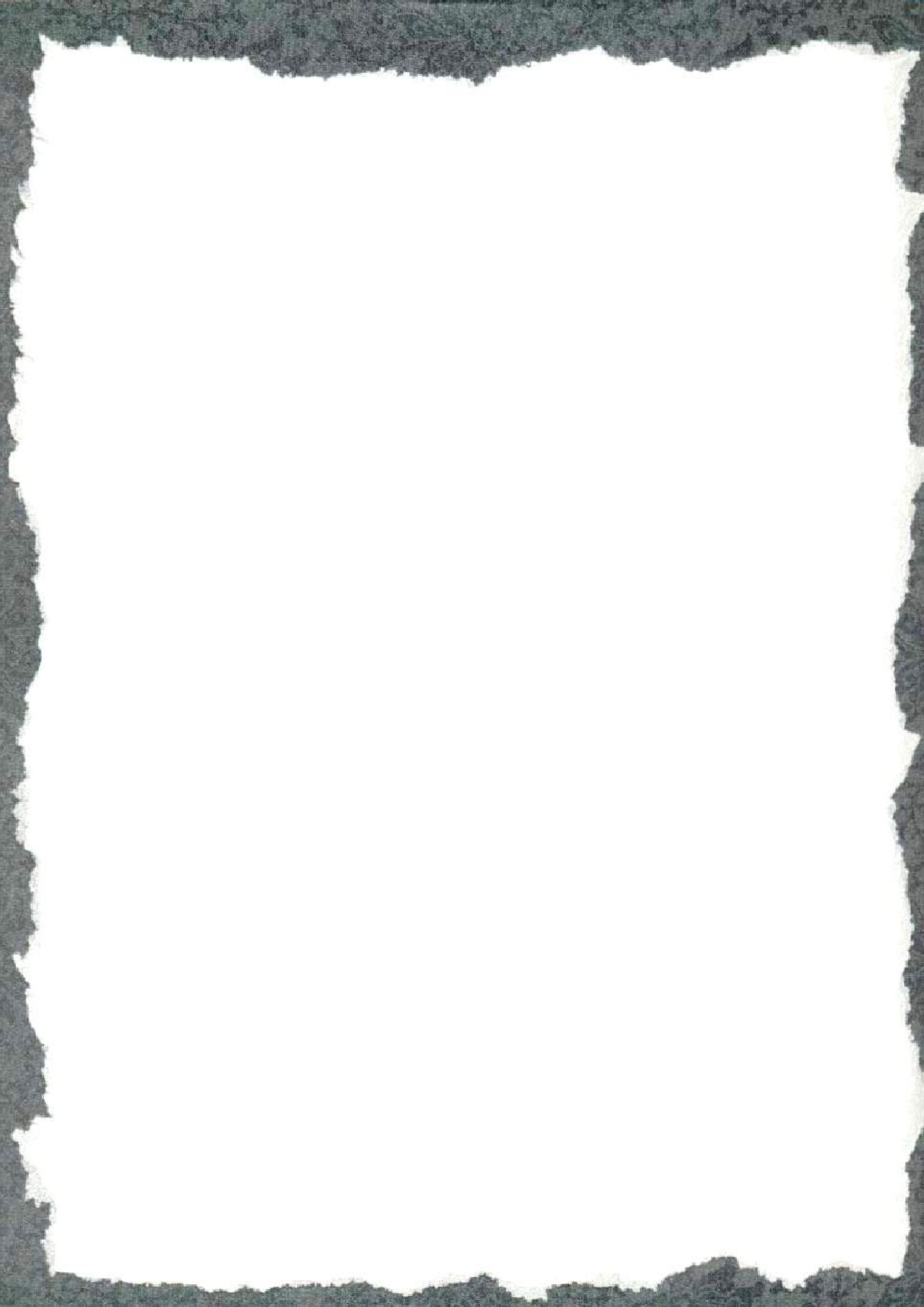
Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Contagion *[Evil]*	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB213
		Cure Serious Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8 damage +1/lev (max +15)	PHB216
		Deeper Darkness *[Darkness]*	Ev	VD	1 act	Touch	1 day/lev (D)	–	N	Object sheds shadow in 60-ft radius	PHB217
		Inflict Serious Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch deals 3d8 damage +1/lev (max +15)	PHB244
		Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 points/lev damage from energy	PHB266
		Summon Monster III	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st)	PHB286

4th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Borrowed Time	Ne	VM	3 days	Personal	Special	–	N	You return as a 3rd-rank ancient dead	RPHB118
		Cure Critical Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
		Freedom of Movement	Ab	VSMD	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB233
		Inflict Critical Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch deals 4d8 damage +1/lev (max +20)	PHB244
		Poison	Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min.	PHB262
		Summon Monster IV	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd)	PHB286



Monster Hunter Powers

Monster Knowledge: ☐
Craft Talisman: ☐
Hunter's Confidence: ☐
Slippery Mind: ☐

Studied Foes

Foe	Bonus
________________________	Bonus: +_____
________________________	Bonus: +_____
________________________	Bonus: +_____
________________________	Bonus: +_____
________________________	Bonus: +_____
________________________	Bonus: +_____

Specialty Hunters

Improved Critical: ☐
Smite Enemy: ☐
Lycanthrope Resistant: ☐
Courage: ☐
Turn/Rebuke Undead: ☐
Ghostsight: ☐
Drain Resistant: ☐
Scent Arcane: ☐
Hex Breaker: ☐
Scent Infernal: ☐
Censure Demons: ☐

Turn/Rebuke Undead/Censure Demons

Turning Check: 1d20 + CHA + ___
Times per Day: 3 + CHA + ___ = ____
Turning Damage: 2d6 + CHA + Lev = ____

Check Result	Max HD Affected
0 or lower	Level -4
1–3	Level -3
4–6	Level -2
7–9	Level -1
10–12	Level
13–15	Level +1
16–18	Level +2
19–21	Level +3
22+	Level +4

Specialty: ____

Notes: ____
____
____
____
____

Monster Hunter Spells

1st-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Alarm	Ab	VSF	1 act	Close	2 hours/lev (D)	–	N	Wards an area, for 2 hours/lev	PHB197
☐	___	Chill Touch	Ne	VS	1 act	Touch	Instantaneous	Special	Y	1 touch/lev deals 1d6 damage and possibly 1 Str	PHB209
☐	___	Detect Magic	Di	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft	PHB219
☐	___	Detect Secret Doors	Di	VS	1 act	60 ft	1 min/lev (D)	–	N	Reveals hidden doors within 60 ft	PHB220
☐	___	Detect Undead	Di	VSM	1 act	60 ft	1 min/lev (D)	–	N	Reveaks undead within 60 ft	PHB220
☐	___	Disrupt Undead	Ne	VS	1 act	Close	Instantaneous	–	Y	Deals 1d6 damage to one undead	PHB223
☐	___	Hold Portal	Ab	V	1 act	Medium	1 min/lev (D)	–	N	Holds door shut	PHB241
☐	___	Light *[Light]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch	PHB248
☐	___	Protection from Chaos *[Lawful]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
☐	___	Protection from Evil *[Good]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
☐	___	Protection from Good *[Evil]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
☐	___	Protection from Law *[Chaotic]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
☐	___	Read Magic	Di	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks	PHB269
☐	___	Resistance	Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB272
☐	___										
☐	___										
☐	___										
☐	___										
☐	___										

2nd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Arcane Lock	Ab	VSM	1 act	Touch	Permanent	–	N	Magically locks a portal or chest	PHB200
☐	___	Continual Flame *[Light]*	Ev	VSM	1 act	Touch	Permanent	–	N	Makes a permanent, heatless torch	PHB213
☐	___	Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	–	Y	See 60 ft in total darkness	PHB216
☐	___	Daze Monster *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round	Will n.	Y	Living creature up to 6 HD loses next action	PHB217
☐	___	Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	Your speed increases by 30 ft	PHB228
☐	___	Knock	Tr	V	1 act	Medium	Instantaneous	–	N	Opens locked or magically sealed doors	PHB246
☐	___	Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
☐	___	See Invisibility	Di	VSM	1 act	Personal	10 min/lev (D)	–	N	Reveals invisible creatures or objects	PHB275
☐	___										
☐	___										
☐	___										
☐	___										
☐	___										

3rd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev (D)	–	N	60-ft radius of bright light	PHB216
☐	___	Diminish Undead	Ne	VSF	1 act	Medium	1 min/2 lev	Will n.	Y	Target undead has -1 to ST and -3 to turn res.	VRA28
☐	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects	PHB223
☐	___	Gentle Repose	Ne	VSM	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PHB233
☐	___	Halt Undead	Ne	VSM	1 act	Medium	1 round/lev	Will n.	Y	Immobilizes undead for 1 round/lev	PHB238
☐	___	Magic Circle against Chaos *[Lawful]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB249
☐	___	Magic Circle against Evil *[Good]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB249
☐	___	Magic Circle against Good *[Evil]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB250
☐	___	Magic Circle against Law *[Chaotic]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB250
☐	___	Tongues	Di	VM	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PHB294
☐	___										
☐	___										
☐	___										
☐	___										
☐	___										

Monster Hunter Spells

4th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐		Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from enchantments	PHB207
☐		Detect Scrying	Di	VSM	1 act	40 ft	24 hours	–	N	Alerts you of magical eavesdropping	PHB219
☐		Heroism *[Mind-Affecting]*	En	VS	1 act	Touch	10 min/lev	Will n.	Y	Gives +2 bonus on attacks, saves, and skills	PHB240
☐		Locate Creature	Di	VSM	1 act	Long	10 min/lev	–	N	Indicates direction to familiar creature	PHB249
☐		Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB270
☐		Suppress Lycanthropy	Tr	VSM	1 act	Touch	1 hour/3 lev	For n.	Y	Forces a target lycanthrope to transform	VRA57
☐											
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5th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐		Dispel Magic, Greater	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects, +20 on check	PHB223
☐		Hold Monster *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev	PHB241
☐		Repulsion	Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PHB271
☐											
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Spells

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect

___Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐

___Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐

___Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐

Spells

Kn. Prep. Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect

___Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐

___Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐

___Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐